

# PRIMA'S OFFICIAL STRATEGY GUIDE

## DELTA FORCE **BLACK HAWK DOWN** *TEAM SABRE*

*DETAILED MAPS  
FOR ALL AREAS*



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**ritual**  
ENTERTAINMENT

**NOVALOGIC**

This game has received the following rating from the ESRB





**DELTA FORCE**®

# **BLACK HAWK DOWN**®

**TEAM SABRE**™

***Prima's Official Strategy Guide***

***David Knight***

***Prima Games  
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3000 Lava Ridge Court  
Roseville, CA 95661  
1-800-733-3000  
[www.primagames.com](http://www.primagames.com)





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Associate Product Manager: Christy L. Curtis  
Project Editor: Tamar Foster

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# BASIC TRAINING

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Listen up! In *Team Sabre*, you are put right into the action with the first mission. The humid jungles of Colombia and the arid landscape of Iran are active combat zones, and you must be ready to fight as soon as you arrive. Therefore, this chapter on Basic Training has been provided for you to review on your flight to the insertion point. If you have been involved in other operations around the world (in *Black Hawk Down* and other games), you may be familiar with some of the material. It's still a good idea to review the basics, but it is vital that you become familiar with the specifics of combat in the various areas of operation, because every mission is different. Pay attention and read carefully so your trip home isn't in a body bag.

## THE INTERFACE

*Team Sabre* is similar to other first-person shooters you may have played. Depending on your experience, you may find this game a bit more intense. Taking fire from every direction imaginable while moving through the battlefield can really draw you into the game.



# Chapter 1: Basic Training

## GETTING STARTED



*Although the default kit is usually good to take your first time through a mission, you can customize it to suit your play style.*

primary weapons, secondary weapons, and explosives. For some missions, you cannot select a different type of explosive; this is because you need a specific type to complete one or more of the mission's objectives. Also, not all primary weapons may be available during all missions. This is usually limited by the unit with which you are serving for that mission, or by other restrictions.

When you are assigned a single-player mission in the campaign, or select one from the missions you have already completed, you receive a short description of the mission. You're shown the default loadout of weapons and equipment you will carry. The default loadout contains what you need for the mission. If this is your first time playing the mission, you don't know what you'll be up against, so take the default loadout.

If you play the mission subsequent times, feel free to experiment with different combinations of





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*Read through the briefing to get your initial orders and see what you are up against.*

- **The Situation** lists the basic purpose of the mission, along with weather, terrain, types and numbers of enemies you might face, and whether friendly units operate in the area.
- **The Mission** part of the briefing lists the units involved in the specific mission, the main focus of the mission, and when it will start.
- Finally, the **Execution** part provides more detailed instructions on how the mission should be carried out.

## IN THE MISSION—THE GAME SCREEN





*The game screen's Heads-Up Display (HUD) provides important information during a mission.*

After you receive information on the mission and have selected your loadout, prepare to begin the mission. While you wait for the mission to load, read the briefing provided on the load screen. Don't rush. The game waits after loading for you to press a key or click the mouse to actually enter the mission. Each briefing provides information on the mission, including the Situation, Mission, and Execution:

After the briefing, you get into the mission itself. The game screen is set up in first-person so you see what your character sees. At the screen's bottom center is your current weapon held at the ready. The screen also features a Heads-Up Display (HUD) that provides easy access to information. It consists of the Global Positioning System (GPS) map and Character Information.

# Chapter 1: Basic Training

## GPS MAP

To the right of your weapon is the GPS map. This instrument gives you a top-down view of the Area of Operations (AO) with the position of your character directly in the center. A compass heading with the letter “N” indicates north. On the GPS map, 12 o’clock is always the direction you are facing. Therefore, if you want to head north, turn until “N” is at 12 o’clock. Zoom the GPS view in and out by pressing  or .

The GPS map includes a couple of other useful features. During missions, you are ordered to move through various waypoints. These waypoints appear on the GPS map as lines that show the direction to the next waypoint. You do not have to walk that straight line on your way through the mission’s waypoints. The line just helps point you in the right direction. As discussed later in the tactics section of this chapter, you should hug the walls of buildings or zigzag through alleys rather than take a direct course out in the open. Directly below the GPS map is a readout listing your next waypoint, the distance to that waypoint, and the current map grid coordinates for your location.

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**TIP** *The GPS map even informs you if your next waypoint is on an upper or lower level. Look at the little shape on the left side. If it is a circle, the waypoint is at the same level as your character’s current position. A triangle pointing either up or down signifies upper level or lower level, respectively—very useful when operating in multi-story buildings.*

---

At times, you will take fire and not know where it’s coming from. This is especially true for urban operations where enemies could be firing at you from every alley and upstairs window near your position. To help locate the direction of threats, the GPS map also features an indicator illustrating the direction of enemy fire. Yellow sectors indicate the direction of any enemy fire. If red sectors appear, they indicate the direction of fire that is hitting you! Whenever you hear gunshots, take a quick look down at your GPS map to see where it is originating. Then maneuver or take action accordingly so those yellow sectors do not become red.



## CHARACTER INFORMATION

The screen's bottom-left corner contains information about the character you control. It contains an icon of a soldier and a weapons box.

The character icon illustrates two types of information: the health of your character and his posture. Health is shown by color. If your icon is green, you are healthy. Yellow means that your soldier is lightly wounded, and red indicates more serious wounds. Posture is shown as standing, crouching, or prone.

Below the icon is the weapons box, which shows your currently selected weapon and its firing mode. Below this box, you can see how much ammo remains in the current magazine and how much total ammo you have.

## MISSION OBJECTIVES



Press **tab** to bring up mission objectives.

In each mission you have various objectives to complete. Press **tab** to bring up a window displaying your current objectives. Press this key again to hide the window. The mission's objectives are listed in order with a check box to the left of each one. Once an objective is completed, a red X appears in the box.



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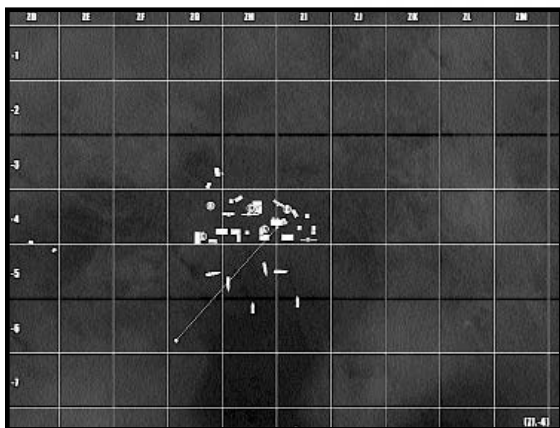
**TIP**

Press **G** during a mission to bring up your mission briefing.

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# Chapter 1: Basic Training

## MAP SCREEN



*Use the map to navigate around your AO.*

Although the GPS map can give you a quick look at your surroundings, the map screen is much more useful for planning your advance or coordinating with other team members during multiplayer games. Press **[M]** to open a quarter-screen map. Press it again to open a full-screen view of the map. A third press closes the map screen. Unlike in the GPS map, the orientation of the map does not change as you turn. Instead, north is always at the top. Waypoint lines are still shown on all maps, as are topographical and structural features such as rivers, hills, and buildings.

## LOOKING AROUND—DIFFERENT VIEWS OF THE ACTION



*A third-person view can be helpful at times.*

At times it can be useful to get a different view of the situation. The standard view of the game is first-person with your weapon displayed on the screen. However, you can get rid of the weapon in the view by pressing **[F2]**. To return to the view with the weapon, press **[F3]**. Select a third-person view by pressing **[F4]**. From this view, use the number pad keys to adjust this camera view even further; **[8]**, **[2]**, **[4]**, and **[6]** pan the view up, down, left, and right, respectively; **[7]** and **[9]** zoom the view in and out; **[5]** returns the camera to the default view.

You can sometimes use the third-person view to see what is around a corner without exposing yourself to enemy fire. Just be careful to use this view only when your character is in a relatively safe position, because it is very difficult to shoot from this view.

## CONTROLLING YOUR CHARACTER

If you've ever played a first-person shooter game, you should have no trouble with the controls. On the other hand, if you are new to this type of game, don't worry, the controls are very easy to pick up. The game uses a combination of the keyboard and mouse to control your character. Whether rookie or veteran, check out the following section to learn how to effectively control your character.

### MOVEMENT

Movement is simple. The mouse controls which direction your character faces and moves. By moving the mouse around, you cause your character to look up, down, left, and right. *Team Sabre* uses what is commonly known as the "WSAD" keyboard configuration for movement. **[W]** and **[S]** move your character forward and backward. Turning or changing direction is controlled by the mouse. **[A]** and **[D]** cause your character to sidestep left and right. This is referred to as strafing. When strafing, the character continues to face in the same direction while moving laterally.

### SWIMMING



*Watch your breath meter while submerged.  
You can hold your breath for about 45 seconds.*

Swimming is the least desirable form of movement, but there are times when taking to the water can give your team a tactical advantage. To make your character swim, enter a body of water using the **[W]** and **[S]** keys to control movement as usual. But swimming adds a third dimension to your movement options, allowing you to dive under the surface. To dive under water, use the mouse to point down at the water then press **[W]**. While under water, a breath meter appears in the center of the screen—this indicates how long you can stay under water without surfacing. Your character can hold his breath for approximately 45 seconds, giving you ample time to cover a considerable amount of aquatic terrain. To surface, glance upward and press **[W]**.



# Chapter 1: Basic Training

Before making an amphibious assault, keep a few things in mind. First of all, your firearms do not function while you're submerged. You must reach the surface before firing. However, it's inadvisable to start a firefight while you're still in the water, so make sure your team holds their fire. While swimming, your ability to move quickly is greatly hindered and there is absolutely no cover. Diving under water may make you feel safer, but incoming rounds have no trouble hitting you. For this reason, conduct amphibious assaults only when you can avoid detection. In some instances, such tactics are the best way to flank a heavily defended enemy position.

## PEEKING



*Peeking is much safer than running around a corner.*

At times, you want to look around a corner or through a doorway without exposing your entire body. Pressing either **[Q]** or **[E]**, to lean past a corner so your character can see and fire while offering the enemy only a small target. You use this quite a bit during urban operations.

## STANCE

Your character can assume three different stances. The default is standing (**[C]**). While standing, your character can run, but this posture offers the largest target to the enemy. Pressing **[X]** causes your character to drop to a crouch. While he cannot move as quickly, your character is more stable while firing and offers a smaller target. To drop prone, press **[Z]**. This is the most stable stance and offers the enemy the smallest target. However, movement is extremely slow because you must crawl around.

Most rookies never even use the stance feature. They just run around everywhere and offer juicy targets to the enemy. As a general rule, whenever you stop movement to fire or look ahead, always drop to a crouch. This is what the real Delta Operators do, and if you want to survive in the game, you should too. If you are a sniper, find a good spot

and drop prone. With some good cover or concealment, you can be nearly impossible for the enemy to locate and engage.

---

**TIP** *You can use the arrow keys rather than the WSAD configuration to control movement.*

---

## COMBAT

Although moving around may be exciting in the beginning, it's only a tool for the real purpose of the game: moving your character into position to use your weapons. Let's take a look at what you need to do to become an effective and accurate marksman.

## FIREARMS



*A Humvee-mounted machine gun is just one of the powerful weapons you get to use.*

Most of the time, you use firearms. These can be assault rifles, sniper rifles, light machine guns, a submachine gun, pistols, or even a shotgun. To fire a weapon, left-click the mouse or press **[enter]**. When the ammo in the magazine or clip gets low, press **[R]** to reload. To take control of larger weapons positioned at various locations or mounted aboard helicopters or ground vehicles, press the left **[shift]** key. Use either the mousewheel or **[I]** and **[J]** to cycle through your weapons and equipment. Alternately, press one of the number keys, **[1]** through **[8]**, to choose a weapon or other item directly.



# Chapter 1: Basic Training

## WEAPONS ACCURACY



*A scope view is much more accurate for shooting at distances rather than close range.*

For each firearm, a targeting reticle appears in the screen's center. However, just because the reticle is over a target does not mean that the bullet will hit it. This just provides a means of aiming your weapon. Where the bullets actually hit depends on a number of factors. In *Team Sabre*, weapon accuracy is modeled after real-life and common sense. You are more accurate when stationary and stable than when running. The less accurate your firing, the larger the circle of spread, or area, in which your bullets will hit.

Therefore, even if you have the reticle centered on your target, if your spread area is larger than the target, you may miss the target altogether.

One of the best ways to improve accuracy (in addition to firing while motionless) is to use the scope view. For assault rifles and submachine guns, right-clicking the mouse or pressing **[Z]** brings up a view with the weapons sight centered on the screen. This provides a bit of magnification and cuts down on your peripheral vision somewhat. However, it increases your accuracy because you are essentially looking down the barrel of the weapon rather than firing from the hip. Although you can move around with the scope view up at all times, it's usually best to bring it up only when you need to fire at a target. This is especially true when you must fire quickly to get the drop on an enemy.

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**TIP** *With the reflex sight on the CAR-15, you can actually use the scope view much more often because it does not block your view much. In fact, this sight was designed for Operators to use during close-quarters battle.*

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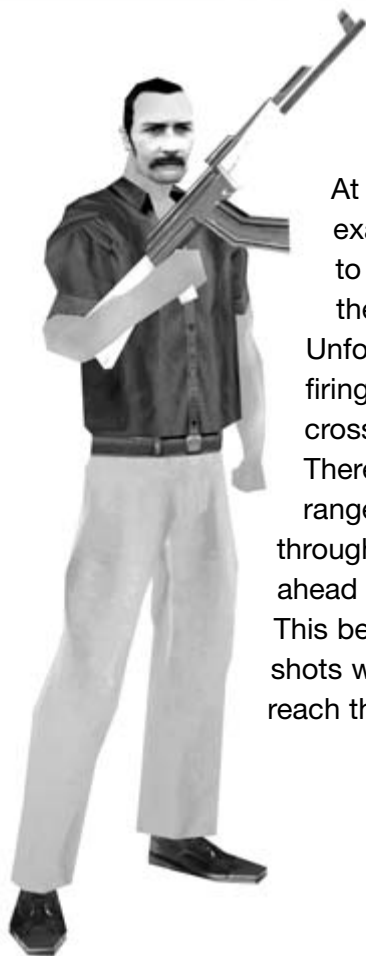
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*The sniper rifles allow you to take out enemies before they even know you are there.*

Sniper rifles are equipped with a scope as well. When you bring up scope view, you're looking only through the scope. All peripheral vision is completely blocked. Each scope can cycle through magnification levels by using the mousewheel or [ ] and [ ]. The scope makes your shots much more accurate and allows you to engage targets at long range. Each scope also has an automatic range finder. It displays in the scope view the distance to the target under the crosshairs. Then it automatically sets the scope's elevation so that

when you fire, your bullet hits squarely on the spot where you were aiming.



At times, you want to set the elevation manually. For example, if you are trying to hit a moving target, you need to lead it—shoot ahead of it so that after the bullet travels the distance, it arrives where the target will be.

Unfortunately, when using the automatic elevation, you are firing at a range of the object behind the target (where the crosshairs are) rather than at the range of the target itself. Therefore, place the crosshairs over the target to get the range. Then press **[page up]** or **[shift] + [page up]** to cycle through various range setting for elevation. Now you can fire ahead of the target and have the correct elevation for the shot. This becomes more important for long and very long-range shots where considerable time is required for the bullet to reach the target.

# Chapter 1: Basic Training

## GRENADES



*A flashbang may not kill, but is very useful when clearing rooms.*

Chapter 2 discusses the various types of grenades and when they should be used. However, you learn how to throw them here. Don't worry, it is a lot easier than sniping. To throw a grenade, aim in the direction you want to throw it and click the mouse. To give it a higher trajectory, look up as you throw it. For more control over the distance of your throw, hold the right mouse button to bring up a power meter. As you continue to hold down the button, the power meter rises from 0 to 100 percent. Releasing the button causes you to throw the grenade at the power level displayed at the time of release.

This allows you to toss a grenade gently around a corner, bank it off a wall, or throw it hard for maximum distance. With a little bit of practice, you can put a grenade wherever you want it to go.

## EXPLOSIVES



*Satchel charges are necessary for demolition-based objectives. Just keep your distance before setting them off.*

Explosives are a bit different. The AT4 functions just like a firearm. Just aim and shoot. It is a one-shot weapon. Once you fire it, there is no reloading. Until you pick up a box of ammo, that is all you get.

Your character drops satchel charges when you click the mouse. They stay put until detonated, which is accomplished by selecting the radio detonator and clicking the mouse as if to fire a weapon. If more than one charge is placed, the detonator sets off all the charges at the same time.

Claymores function a bit differently. Once you drop them, they act on their own, functioning like a proximity mine. When an enemy approaches a claymore, it self-detonates. Claymores are directional explosives, causing damage in the direction they face. When you place a claymore, face the direction you want the blast to go, then click the mouse to drop the claymore.

## COMMANDING YOUR TEAM



*Use the teammate commands to give orders to your team.*

During several missions, you are a leader of up to three other Rangers or Delta Operators. If there are more than two in your team, including yourself, the soldiers are divided into two fire teams. You always lead Fire Team One. While the soldiers in your team always follow you and engage enemies on their own, here are some special orders you can give.

### Special Orders

Key	Order
1	Auto Area Takedown
2	Hold Fire / Fire At Will—All
3	Hold Fire / Fire At Will—Fire Team Two
4	Hold Position / Follow Me—All
5	Hold Position / Follow Me—Fire Team Two
6	Team Spacing: 2, 5, or 10 Meters
7	Throw Flashbang
8	Throw Frag Grenade



# Chapter 1: Basic Training

The Auto Area Takedown order is available only at some locations where your team is stacked up outside of a room. When this is available, a Takedown icon appears on the game screen. Pressing `backspace` at this time also orders your team to take down a room. When you issue this order, one of your team throws a flashbang into the room. The team enters and clears the room as soon as the flashbang detonates.

Use the Hold Fire orders only when you want to avoid detection by the enemy. Even if you issue this order, your team will still fire back at attacking enemies.

The Hold Position order is great if you want your team, or part of your team, to stay back while you move forward. Or leave Fire Team Two behind to cover your rear or flank while you maneuver around a position.

Team Spacing requires two keystrokes; the second sets the distance. For indoor operations, you usually want to keep your team in close. For outdoor ops, spread them out.

When you give an order to throw a grenade, one team member tries to throw a grenade where *your reticle* is positioned. If you want the grenade thrown inside a room or building, open the door first.

While not required, team commands can make your missions much more effective and enjoyable. Play around with the orders and use the ones you like. The grenade orders can be a great way to use grenades while you keep your weapon at the ready in case an enemy appears ready to shoot you. Because someone else in your team is throwing the grenade, you are free to immediately deal with the enemy.



## TACTICS

Chapters 3 through 12 cover the specific tactics you need to complete each of the missions in the campaigns, but you should be familiar with a few general tactics. Let's take a look at them. They could save your virtual life and help you complete your objectives.

## COVER AND CONCEALMENT



*Narrow alleys provide cover on two sides.*

One of the most important tactics for staying alive is to prevent the enemy from being able to attack you. This is where cover and concealment come in. Cover is any obstacle that blocks an enemy's line of fire. In other words, it is something that will stop a bullet, such as a wall or building. Concealment, on the other hand, blocks only an enemy's line of sight. For example, lying prone in high grass is concealment. The enemies cannot see you, but they could shoot in your direction and hit you.

Now that you understand the definition of these tactics, how do you use them? First, always have cover in mind. Most missions take place in urban terrain. That means buildings and walls. Do your best to move through alleys as much as possible, because both of your flanks are covered by the walls of the alley. If you have to move through an open area, rather than running straight across, move around the perimeter with a wall on one of your shoulders. The key is to minimize the number of directions from which the enemy can fire at you.

At times, you must cross a street or open area. Before you do, look for any cover or concealment along the way. This could be some crates, a shack, or even a vehicle. Then locate a source of cover at the other end of your movement. With these in mind, run as fast as you can from one place of cover to the next. The last thing you want to do is stop out in the open and start shooting back. If you cannot find cover, then look for concealment; the enemy usually will not shoot at what it cannot see.

# Chapter 1: Basic Training

## TAKE YOUR TIME

There is an old saying that haste makes waste. This applies to combat as well. If you rush around during a mission, the only thing that will happen quickly is your death. None of the missions have a time limit, so there's no need to sprint around the map. Take it slowly. Most missions provide waypoints with lines showing you the direction to the next waypoint. Don't just follow the line. Instead, open your map and plan how you will get there, taking advantage of cover and concealment as much as possible.

## LOOK AHEAD



*From a safe, covered spot, scout the area ahead and clear it out as much as possible.*

Along the same lines as taking your time is looking ahead. Before you go anywhere, take out your binoculars and scout the area you will be moving through. Look to see if any enemies are patrolling or snipers are lurking in upstairs windows. Once you have spotted the enemies, fire at them from cover to clear your path while minimizing your exposure. This includes peeking. Never run around a corner. Peek around it to make sure it is clear. If not, take a shot or throw a grenade to clear it.

## ENGAGE AT LONG RANGE



*Use binoculars to help line up a shot at distant enemies if you do not have a sniper rifle.*

The best way to fight is to take out your enemy before he sees you. Try to engage enemies with long-range fire so you can take them out before they even know you are in the area. You do not have to use a sniper rifle to do this. Instead, use the binoculars to locate distant enemies and partially line up your shot. Then switch to scope view for your weapon and fire. Use the binoculars again to see if you get a hit.

## **FIRE DISCIPLINE**

While it may seem like fun to let loose with automatic fire or three-round bursts, keep your primary weapon set at semiautomatic fire unless at close range. Not only does this save ammo, but it also makes your shots more accurate. Use this tactic when firing light machine guns or the CAR-15 in full-automatic mode. Fire quick bursts to improve accuracy. After about three rounds, the spread area is quite large for a weapon firing on full-automatic mode. Try firing two quick shots when using a weapon on semiautomatic to make sure you take down an enemy. In fact, with the M16, this is often preferable to three-round burst mode. Delta Operators refer to this as the “double tap.”

## **OWN THE NIGHT**

Some missions take place at night or in low-light conditions. You always have night-vision goggles as part of your personal equipment. Use them. Even during the middle of the day, some buildings can be quite dark inside, allowing enemies to hide in the shadows and ambush you. Activate your goggles regularly when faced with these conditions. They're also useful while outside in the daylight to see an enemy sniper hiding in the shadows of an upstairs window.



*Avoid using your night vision in well lit areas to prevent image distortion.*

In some night missions, it can be nearly impossible to see anything without night-vision goggles. The enemy has the same limitations, but no goggles. Therefore, you can move about with stealth and not be seen—as long as you avoid sources of light. Avoid fire barrels or other objects that light up the surrounding area and allow the enemy to see you. Also, when you fire your weapon in the dark, the enemy can see the muzzle flash and detect your presence.



## Chapter 2: The Arsenal

# THE ARSENAL

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As you take the role of Ranger, Delta Force, or SAS operator, you use various weapons to accomplish your objectives. Your different types of weapons and equipment are divided into four main categories: primary weapons, secondary weapons, grenades, and accessories. The *Team Sabre* expansion adds three new primary weapons to this already impressive arsenal.

## PRIMARY WEAPONS

You use your primary weapon extensively during a mission, so choose one that is suited to each particular mission. Primary weapons consist of assault rifles, sniper rifles, machine guns, and a submachine gun.

### M16A2 COLT 5.56 AR



**Ammo Type:** 5.56 x 45mm  
**Rounds per Clip:** 30  
**Rounds Carried:** 300  
**Muzzle Velocity:** 990 m/s  
**Rate of Fire:** 11.6 rps

The M16A2 has been in wide use by the armies of more than 30 countries since its introduction to the U.S. Army in 1957. The A2 version is more accurate and durable than its Vietnam-era relatives. Heavier than the weapons carried by Delta Force and Rangers, the M16 has two firing modes: semiautomatic and three-round burst. The 10th Mountain Division and most standard Army units use it. It can be fitted with the M203 grenade launcher. The M16 offers only its standard iron sights when a scoped view is used.

## **CAR-15 COLT 5.56MM AR**



**Ammo Type:** 5.56 x 45mm  
**Rounds per Clip:** 30  
**Rounds Carried:** 300  
**Muzzle Velocity:** 990 m/s  
**Rate of Fire:** 11.6 rps

First used extensively in Vietnam, the CAR-15 soon became a standard rifle in the U.S. Army. It is lightweight, fully automatic, and more maneuverable than the M16, making it the preferred assault rifle of Delta Force. The only downside is that the shorter barrel reduces accuracy. The CAR-15 can be fired on full-automatic mode, although semiautomatic mode is preferable for long-range shooting. The accuracy is better and it also helps conserve ammunition. This assault rifle features reflex sights, which provide magnification during scoped view, increased accuracy, and improved peripheral vision as compared to standard scopes. In fact, when using a CAR-15, use the scoped view as much as possible.

## **M203 GRENADE LAUNCHER**



**Ammo Type:** High-explosive grenades  
**Rounds per Clip:** 1  
**Rounds Carried:** 6  
**Muzzle Velocity:** N/A  
**Rate of Fire:** N/A

Mounted under the barrel of either an M16 or CAR-15, this single-shot, breach-loading launcher fires a 40mm low-velocity grenade round. This weapon gives a soldier a quick means of firing an explosive round at long range. The over-under configuration means that the soldier does not have to change weapons when a grenade launcher is needed. This weapon is great for putting grenades through windows and other limited

## Chapter 2: The Arsenal

openings. In addition, the rounds explode on impact. During missions, the M203 is best used against concentrations of enemies where a single round can cause a lot of damage, or against technicals and mounted-weapon positions.

### H&K G3A3



**Ammo Type:** 7.62 x 51mm NATO  
**Rounds per Clip:** 20  
**Rounds Carried:** 300  
**Muzzle Velocity:** 800 m/s  
**Rate of Fire:** 9.1 rps

A solid choice for CQB situations, this version of the G3A3 has a non-retractable buttstock. While the rifle sports impressive accuracy, the relatively small 20-round clip requires frequent reloading, making it less than ideal for intense firefights. Instead, equip this rifle when taking the enemy by surprise, picking them off at long range. Although the rifle experiences minimal recoil during automatic fire, stick to two and three round bursts for improved accuracy.

### H&K G36E



**Ammo Type:** 5.56 x 45mm  
**Rounds per Clip:** 30  
**Rounds Carried:** 300  
**Muzzle Velocity:** 920 m/s  
**Rate of Fire:** 12.5 rps

The G36E assault rifle was developed in the '90s. It is a modern weapon, with reliability superior to the M16 series. This export rifle uses translucent magazines that can snap together for rapid reloading. It's lightweight, ergonomically engineered, and designed to be low maintenance. You could shoot this rifle all day without cleaning it. The G36E features a 1.5x scope, providing slight magnification. However, the scope view blocks more of your peripheral vision than it does on the CAR-15, so avoid using this feature while moving or when conducting CQB operations.

## **MP5A3 H&K 9MM SMC**



**Ammo Type:** 9mm  
**Rounds per Clip:** 30  
**Rounds Carried:** 300  
**Muzzle Velocity:** 285 m/s  
**Rate of Fire:** 13 rps

Primarily used by the 160th Special Operation's Aviation Regiment (SOAR) pilots as a personal side arm, the MP5 is the world's most popular submachine gun. It fires a 9mm round, which reduces its stopping power, but it is accurate. The SD (Sound Dampened) variant, used by Delta Force, is fitted with a sound suppressor. The MP5 is the only silenced weapon in the arsenal. This allows it to be used during covert operations where your teams must avoid alerting others to their presence. The MP5 uses iron sights during scoped view and offers only fully automatic rate of fire. It is an excellent weapon for urban and Close-Quarters Battle (CQB) situations.

## **M21 7.62MM**



**Ammo Type:** 7.62 x 51mm  
**Rounds per Clip:** 20  
**Rounds Carried:** 200  
**Muzzle Velocity:** 777 m/s  
**Rate of Fire:** 2 rps  
**Rates of Magnification:**  
2x, 4x, 6x, 8x

This semiautomatic sniper rifle is fitted with a medium-power scope that adjusts to allow for accurate sniping from helicopters or moving ground vehicles. Introduced in 1969 as the XM21, it was initially used in the Vietnam conflict as an upgrade from the M14. It was fielded with a hardwood stock and later replaced by fiberglass. The semiautomatic fire allows for faster target acquisition and firing, but sacrifices the accuracy of a bolt-action rifle. This is a good choice for a sniper who will engage

## Chapter 2: The Arsenal

several targets in quick succession, or may be engaged in closer-range combat than usual for a sniper.

### M24 SWS 7.62MM



**Ammo Type:** 7.62 x 51mm  
**Rounds per Clip:** 6  
**Rounds Carried:** 180  
**Muzzle Velocity:** 792 m/s  
**Rate of Fire:** .6 rps  
**Rates of Magnification:**  
2x, 4x, 6x, 8x, 10x, 12x, 14x

This bolt-action sniper weapon system has been a standard in the military since it was designed to replace the M21 by offering increased range and accuracy over its predecessors. For longer-range combat, the M24 is one of the best sniper rifles. It combines a large magazine and a good scope. However, because it is bolt-action, the sniper using it should refrain from close combat where a higher rate of fire is necessary.

### MCRT .300 TACTICAL



**Ammo Type:** .300 Magnum  
**Rounds per Clip:** 4  
**Rounds Carried:** 180  
**Muzzle Velocity:** 911 m/s  
**Rate of Fire:** .6 rps  
**Rates of Magnification:** 2x, 4x,  
6x, 8x, 10x, 12x, 14x, 16x, 18x

This McMillan bolt-action sniper weapon is chambered for the Winchester .300 Magnum round, giving it excellent accuracy and damage upon impact. The MCRT also boasts one of the best accuracy ratings for all the sniper rifles. If you want to be a sniper, this is the weapon you need. It has the best scope available in the game, letting you zoom between 2x and 18x magnification. The only downside to this rifle is that the magazine holds only four rounds.



## **H&K PSG1**



**Ammo Type:** 7.62 x  
51mm NATO  
**Rounds per Clip:** 20  
**Rounds Carried:** 200  
**Muzzle Velocity:** 788 m/s  
**Rate of Fire:** .5 rps  
**Rates of Magnification:**  
2x, 4x, 6x, 8x

The SAS frequently uses this excellent sniper rifle, which allows for a higher rate of sniping than many other choices. The PSG1 is heavy, but semi-automatic, which helps when a single shot isn't enough. Like the M21, the PSG1 has a 20-round clip, making it great for multiple target engagements. However, the PSG1 fires much slower, experiencing a significant delay between shots. Still, it makes up for this deficiency with improved accuracy and power.

## **BARRETT M82A1 .50 CAL**



**Ammo Type:** .50 BMG  
**Rounds per Clip:** 10  
**Rounds Carried:** 100  
**Muzzle Velocity:** 853 m/s  
**Rate of Fire:** 1 rps  
**Rates of Magnification:**  
2x, 4x, 6x, 8x, 10x, 12x

The Barrett M82A1 is considered an anti-material weapon designed to stop armored personnel carriers and the like. Its .50-caliber bullet is effective against many light-skinned vehicles and structures. Its weight makes it hard to deploy in traditional sniper missions, so it's not often used unless it won't have to be moved much. The accuracy of the Barrett is limited only by the ammunition used. At the best of times, it boasts 1 MOA (Minute of Angle) accuracy and a range of 1,800 meters. This is one heavy rifle. Choose it only if you stay in one place. Its heavy-caliber round makes it an excellent choice for using against technicals and other vehicles at extreme ranges. However, for anti-personnel uses, select the MCRT.

## Chapter 2: The Arsenal

### M249 SAW 5.56 MG



**Ammo Type:** 5.56mm  
**Rounds per Clip:** 200  
**Rounds Carried:** 600  
**Muzzle Velocity:** 990 m/s  
**Rate of Fire:** 10 rps

The M249 SAW (Squad Automatic Weapon) has been a standard feature of the fire team since the 1980s. Its ability to lay down high amounts of reliable, accurate fire has made it indispensable. Typically, one SAW is issued per six-man team and requires only one soldier to operate. It is able to fire from 30-round M16 magazines or 200-round drum magazines utilizing belt-fed disintegrating metallic links.

As a personal weapon, the SAW and any of the machine guns are not very useful. They are large and not as accurate during movement. They also do not have a scoped view. Instead, machine guns should be used as support weapons for a fire team, laying down cover and support fire for the rest of the team as they maneuver. The SAW's high rate of fire can easily create a kill zone in any open area such as a courtyard or street. This weapon is best used from a prone position. If you need a machine gun, the SAW is your best choice.

### M60E3 7.62 GPMG



**Ammo Type:** 7.62 x 51mm  
**Rounds per Clip:** 200  
**Rounds Carried:** 600  
**Muzzle Velocity:** 990 m/s  
**Rate of Fire:** 10 rps

The M60 gas-powered machine gun is a larger and more powerful weapon than the M249. It fires the 7.62 round for increased range and stopping power, but its heavier weight and ammunition make the M60 awkward to fire unless the bipod is used. The M60 also features a replaceable barrel to prevent overheating.

## M240B



**Ammo Type:** 7.62 x 51mm  
**Rounds per Clip:** 200  
**Rounds Carried:** 600  
**Muzzle Velocity:** 853 m/s  
**Rate of Fire:** 12.5 rps

The M240 is a standard machine gun in many North Atlantic Treaty Organization (NATO) countries, where it is called the FN MAG-58. The M240 is often vehicle-mounted with a twin handle and thumb-actuated trigger. For handheld use, a rifle stock and standard trigger mechanism are used. There is no selective fire on the M240; it can be used only for fully automatic fire. The M240 is one of the most reliable machine guns in use today.

## SECONDARY WEAPONS

Secondary weapons are usually considered backup weapons, used if something happens to your primary weapon or you run out of ammo for it. Consisting of pistols or a shotgun, these weapons have a limited amount of ammunition. They are also meant to be used at closer range than primary weapons.

## BERETTA M9 9MM



**Ammo Type:** 9mm  
**Rounds per Clip:** 15  
**Rounds Carried:** 30  
**Muzzle Velocity:** 341 m/s  
**Rate of Fire:** 4 rps

The M9 is the standard side arm of the U.S. Army and is used by the Rangers.

The higher-capacity magazine and increased accuracy during rapid fire make this weapon more manageable than the Colt .45. This should be your standard secondary weapon during most missions.

## Chapter 2: The Arsenal

### COLT M1911A1 .45



**Ammo Type:** .45 automatic  
**Rounds per Clip:** 7  
**Rounds Carried:** 28  
**Muzzle Velocity:** 253 m/s  
**Rate of Fire:** 4 rps

A high-powered side arm preferred by Delta Operators for its reliability and stopping power, the Colt .45 has armed the United States

military since 1911. The design was standardized in 1926 and remains unchanged. The pistol is accurate when used for single shots. With a smaller magazine capacity, the .45 needs reloading more often. However, its heavier round drops an enemy with a single hit.

### REMINGTON 780 SHOTGUN



**Ammo Type:** 12-gauge  
00 buckshot  
**Rounds per Clip:** 7  
**Rounds Carried:** 14  
**Muzzle Velocity:** 388 m/s  
**Rate of Fire:** 4 rps

Used for breaching doors and extreme close-quarters combat, this 12-gauge has high stopping power in close, but loses force with range. It is not accurate, but provides good coverage close in. Delta Operators usually replace the stock with a pistol grip and shorten the barrel to make it easier to carry as a secondary weapon. Because it comes with only 14 shots, the shotgun has limited usefulness during a mission. However, it is excellent when clearing a building, because a single shot takes out several enemies if they are close together. This makes the shotgun effective, especially if ammo boxes are available along the way.

## **GRENADES**

Grenades are hand-thrown explosives that are used to kill, stun, or conceal. During most campaign missions, you carry five of each. However, during multiplayer games the number and type of grenades carried varies depending on your specialty.

### **M67 FRAGMENTATION GRENADE**



The delayed fuse inside the M67 detonates 6.5 ounces of high explosive. The resulting high-velocity shrapnel can cause casualties out to 15 meters. Frag grenades are best used against concentrations of enemies or for attacking around corners. Because of the delayed fuse, you can bounce them off a wall or throw them over an obstacle, allowing you to take out an enemy without exposing yourself

to fire. They are great for clearing a room. However, be careful. A frag grenade can kill your teammates—even you—if it detonates too close.

### **XM84 STUN GRENADE**



The XM84 “flashbang” is specifically designed to disorient and distract hostile forces in a nonlethal manner. The grenade produces a blinding flash of light and a noise that temporarily confuses anyone in its immediate area. While the frag grenade may seem a better option than a flashbang because of its lethality, the flashbang affects a larger area.

When it detonates, it renders people nearby incapable of putting up any resistance. Therefore, throwing one into a room or area allows you to rush into a room without taking enemy fire. You can then neutralize all hostiles before they recover, if necessary. Flashbangs are also useful for suppressing hostiles in a room with civilians or hostages whom you do not want to harm. When giving your team the order to enter and clear a room (“takedown”), they automatically throw a flashbang into the room before entering.



## Chapter 2: The Arsenal

### AN-M8 HC SMOKE GRENADE

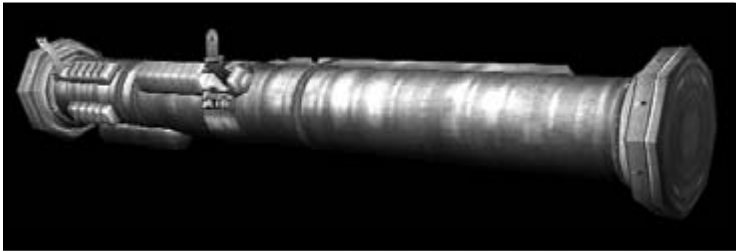


This grenade produces large clouds of thick, opaque, white smoke. It can be used to prevent line-of-sight during movement or to mark a location for fire-support or rescue teams. If you must cross a street that the enemy has set up as a kill zone, throw a smoke grenade or two between the enemy and where you must move through. This creates a temporary source of concealment, allowing you to move unmolested.

## ACCESSORIES

In addition to weapons, each soldier carries other equipment. For some missions, you can select from the first three accessories. For missions in which an accessory is needed to complete an objective, it is selected for you. Night-vision goggles and knives are always issued.

### AT4



**Ammo Type:** Anti-tank rocket  
**Rounds Carried:** 1

A light anti-armor rocket, the AT-4 is a portable, shoulder-fired rocket launcher. Firing an 84mm unguided rocket, the AT4 is capable of penetrating 400mm of rolled homogeneous armor. Not only is the AT4 good for attacking armored vehicles, it also can be used against boats and mounted-weapons positions.

## SATCHEL CHARGES



**Ammo Type:** C4

**Satchels Carried:** 2

A satchel charge is a container of C4 plastic explosive. It can be placed near a target, then set off by remote detonator. Move away from the charge before detonating it. Satchel charges are useful for clearing roadblocks, destroying weapons systems, and blowing up bridges, small buildings, and other structures.

## CLAYMORES



**Ammo Type:** Directional mine

**Mines Carried:** 4

Claymores are strictly anti-personnel. Because they are directional, face in the direction you want the blast to travel when placing them. These mines are effective for defense and for covering narrow accessways, such as alleys. As with satchel charges, use the remote detonator to set them off.

## NIGHT-VISION GOGGLES

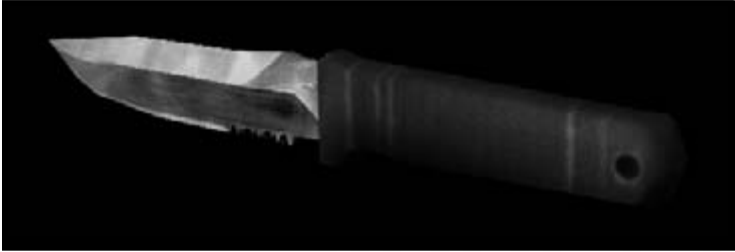


Every soldier and operator is equipped with night-vision goggles during a mission. When activated, they allow the user to see in the dark by magnifying the ambient light. Although you use night-vision goggles during night missions, they are also useful during daylight missions in which you must operate indoors where shadows and dark rooms hide enemies. The only problems with night-vision goggles are the monochrome view and the limited depth of field. For

long-range targeting, you are best off using the existing light rather than the night-vision goggles. The goggles can also be used with binoculars and weapons scopes.

## Chapter 2: The Arsenal

### KNIFE



Every soldier is issued a combat knife for use during a mission. This weapon is for extremely close range. It is silent and kills with one attack. However, because

most of the enemies you face carry firearms, avoid using this weapon except when absolutely necessary—such as when you run out of ammo.

### THE ARMORY



Need ammo or a new weapon? Look for these armories scattered across most single player and multiplayer levels. Approach the inviting crates of weapons and press **[O]** to access it. Here you can change your primary and secondary weapons as well as your accessories. The weapons available at a given armory differ from level to level, so don't expect to find every firearm. However, there's usually a good mix of weapon classes

including assault rifles, sniper rifles, and machine guns. Every time you access an armory, your current weapons' ammo is automatically filled to maximum capacity—this includes restoring all of your grenades too. So even if you don't want to switch firearms, accessing an armory is still a good idea.

In the single player missions, armories are usually strategically placed giving you the chance to reload and change weapons tactics. The weapon that served you well in the early moments of a mission, may be less effective later on. For this reason, make a habit of saving your game near an armory and trying out different weapons to get out of a tight spot. For instance, a sniper rifle may come in handy for spotting and engaging distant RPG soldiers. If you don't like your new selected weapon, you can always go back to the armory and grab your original firearm.

## **MOUNTABLE WEAPONS**

### **M2 .50 CAL MACHINE GUN**



**Ammo Type:** .50 BMG (12.7 x 99mm)  
**Rounds per Clip:** N/A  
**Rounds Carried:** Unlimited  
**Muzzle Velocity:** 930 m/s  
**Rate of Fire:** 9.1 rps

A single barrel machine gun, the M2 has a rate of fire of 550 rounds per minute. It has been used since WWII and can be found mounted on vehicles and aircraft throughout the world. The weapon's recoil is substantial, but dampened when mounted, making it easier to control. Still, it's important to fire in short controlled bursts to keep the weapon on target. Halt fire to inspect the status of your target too—otherwise the intense muzzle flash makes it difficult to see beyond the end of the barrel.

### **M134 7.62MM "MINIGUN"**



**Ammo Type:** .7.62 x 51mm  
**Rounds per Clip:** N/A  
**Rounds Carried:** Unlimited  
**Muzzle Velocity:** 869 m/s  
**Rate of Fire:** 33 rps

This weapon is most often found mounted on helicopters. It utilizes a rotating set of six barrels to achieve an astounding 6,000 rounds per minute, though it is usually set to 2,000 or 4,000 rpm in crew-served applications. M134s are mounted in the Black Hawk and PaveLow helicopters. However, a few can be found in the hands of Iranian rebels—take out the gunners before they spot you.

## Chapter 2: The Arsenal

### MK19 40MM MACHINE GUN



**Ammo Type:** M383 High-Explosive Grenade  
**Rounds per Clip:** N/A  
**Rounds Carried:** Unlimited  
**Muzzle Velocity:** 263 m/s  
**Rate of Fire:** 5.8 rps

This weapon fires 350 rounds of 40mm grenades per minute. The MK19 is the deadliest heavy weapon you'll encounter. Even seeking cover may not protect you from the splash damage of an

incoming barrage of grenades. The best defense against this weapon is to eliminate the gunner long before you and your team are spotted. When operating the weapon, take into account the distance to the target and the arc trajectory—aim high to hit distant targets.





# **DRUG SMUGGLING HARBOR**

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## **BRIEFING**

**OPORD: 1-04 Team Sabre**

**Date Time: 260500 April 04**

**Location: Rio Patia delta, Colombia**

### **1. Situation**

Narcotics shipments into the U.S. from Colombia have reached epidemic proportions. Antonio Paulo, the newly declared head of a major drug cartel, has been directly linked to the rise in drug trafficking. A recent Coast Guard raid seized a drug-running boat whose pilot has revealed the location of one of Paulo's hidden harbors in exchange for a lighter sentence and witness relocation.

- **Weather:** Pre-dawn, clear, cool.
- **Terrain:** Mountainous jungle, river tributary inlet, moderate vegetation.
- **Enemy:** 60-70 drug smugglers armed with AK47s and RPGs. Emplaced .50 caliber machine guns. Technicals w/ .50 caliber machine guns.
- **Friendly:** Civilian noncombatants.

### **2. Mission**

- **Who:** Delta Team 5
- **What:** Infil by Black Hawk. Locate and assault drug smuggler's harbor. Destroy all drug-running boats. Exfil by Black Hawk.
- **When:** Immediately

### **3. Execution**

- **Command's Intent:** Destroy Paulo's drug-smuggling boats to prevent further shipments.
- **Concept of Operation:** Infil as quietly as possible and assess the situation. The far bank of the river is heavily patrolled, but an assault from the river may catch them by surprise. Eliminate all of the boats in the harbor to prevent further drug-running operations.

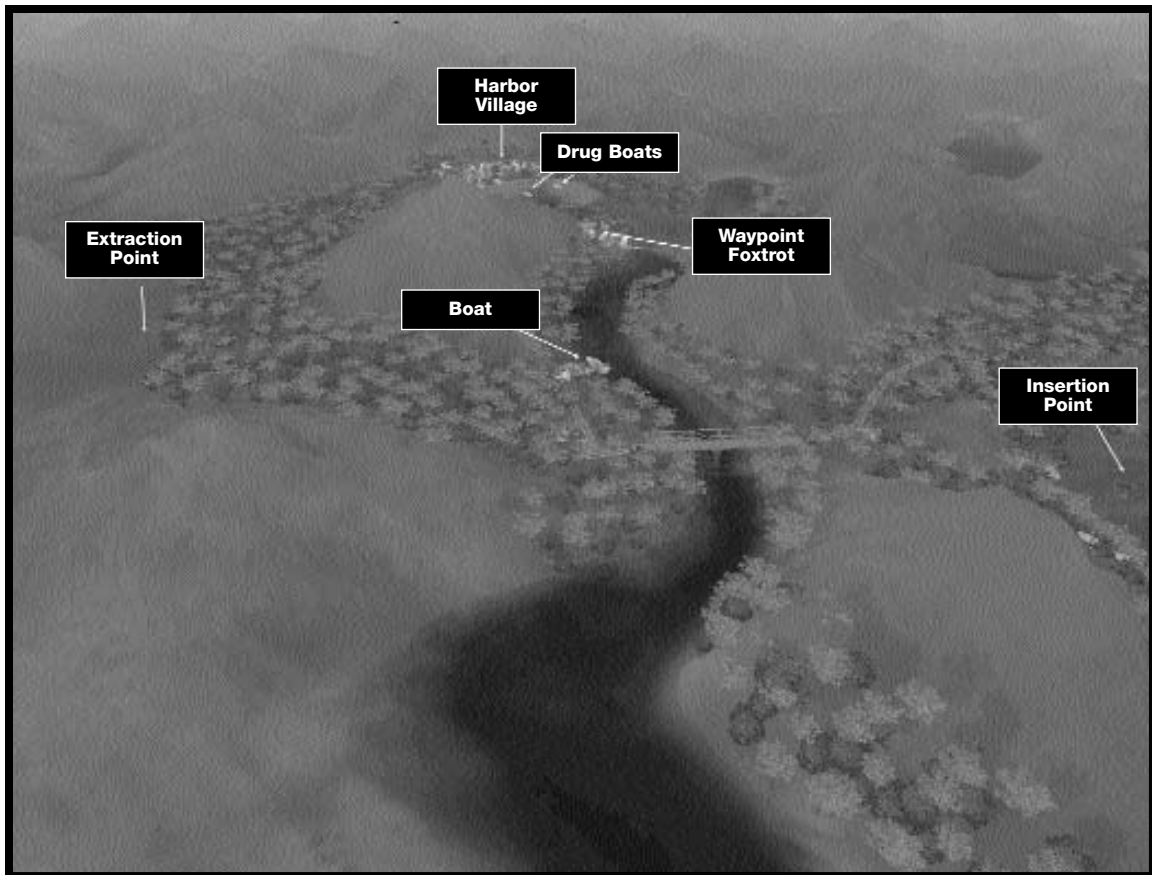
### **4. Service and Support**

- **Basic Load:** G3A3, Colt .45, satchel charge

## Chapter 3: Drug Smuggling Harbor

### SUMMARY OF MISSION

Your team will infil via Black Hawk to assault Antonio Paulo's hidden drug-smuggling harbor upriver from the Pacific coast. Locate the harbor and destroy all smuggling boats and any drug shipments on site. The smugglers are expecting a possible raid from inland so the backwoods trails are well guarded. Preferred method of assault is from the river.



### Suggested Loadout

Primary Weapon: MP5  
Secondary Weapon: M9 Beretta  
Accessory: Satchel Charge



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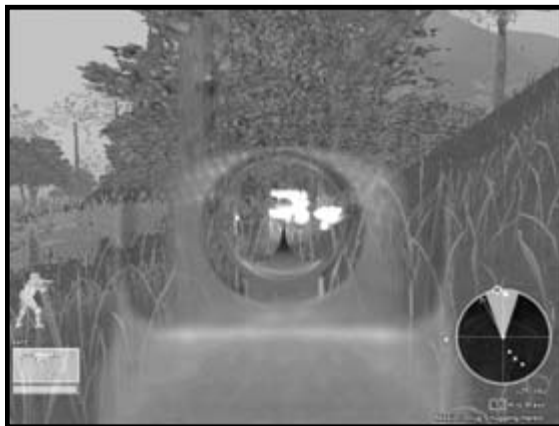
## TACTICS



*The flight to the LZ is uneventful. Listen to your briefing and get ready to disembark.*

You start off the mission in a Black Hawk as you and your team are transported to the insertion point. Listen to your intel briefing prior to setting down. For this mission you're tasked with assaulting a harbor used by drug smugglers. You're accompanied by three team members, toting along more than enough firepower to complete your objectives. As the Black Hawk sets down, follow the first waypoint out of the LZ and wait for your men to regroup.

### INITIAL OBJECTIVE: Proceed to the harbor village.



*Bring up your weapon's sight to engage the four armed smugglers next to the truck.*

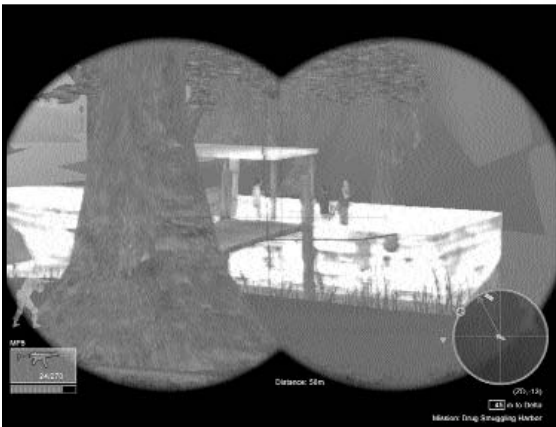
When the team is together, turn toward waypoint Bravo and proceed through the high grass as the Black Hawk lifts into the air. Follow the waypoint north, through a shallow valley running between two large hills. Stop short of the clearing ahead and turn east while remaining concealed behind the grass and trees. Four smugglers are gathered around a burning barrel next to a pickup truck; all four are armed. Order your team to hold fire and creep forward until you can get a good view of the gathering—but don't get too close or they'll see you. When you feel

confident, unleash a barrage of suppressed automatic fire from your MP5 to drop all four enemies. The area around the truck is free of intel and gear, so continue toward waypoint Bravo.

## Chapter 3: Drug Smuggling Harbor



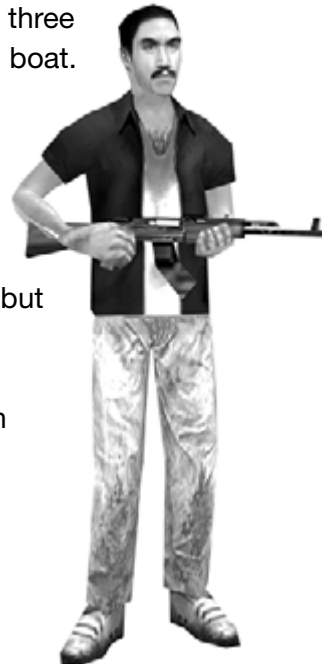
*Don't engage the smugglers on this boat yet. Cross the bridge first, then take them out.*



*Use the binoculars to get a closer view of the smugglers before initiating the attack.*

Approach the shanties and surprise the smugglers, but watch your fire around the civilian.

Once you've reached waypoint Bravo, you must cross the river. Use the bridge ahead to silently reach the other side. As you cross, a boat passes underneath. The boat is commanded by a few armed smugglers. Hold your fire for now and continue to waypoint Charlie on the other side of the bridge. At the bridge's far end, turn right toward waypoint Delta. Meanwhile, the boat has docked at a small pier near some shanties along the bank of the river. Follow the tire tracks toward the dock and stay low to avoid being observed. Stop once you get a good view of the boat. Onboard are three armed smugglers and one unarmed civilian inside the pilothouse. Bring up the weapon's sight (by clicking the right mouse button) and gun down all three smugglers on the boat. Now turn toward the shanties. Another three smugglers are gathered around these structures, but there's also one female civilian.

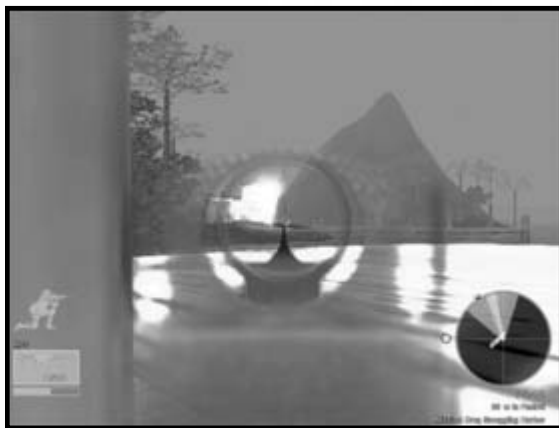


## NEW OBJECTIVE: Commandeer boat.



*Crouch along the side of the pilot house and scan the left bank of the river.*

The boat's pilot is grateful for your intervention and agrees to take you to the harbor village farther downriver. Board the boat and assume a position along the starboard side. Crouch along the right side of the pilot house and peek around the front of the structure so you have a good view of the boat's port side. Order your team to fire at will—things are about to get hairy. En route to the village, the pilot tells you about the drug lord's ruthlessness, confirming reports detailed in your briefing.



*Open fire on the smugglers near the dock ahead. Silence the machine guns first.*

Your conversation is cut short by incoming fire from the harbor village. At first it's just small arms fire from a few smugglers armed with AKs. But eventually you hear the distinct rumble of .50 caliber machine guns opening up. The first .50 is along the bank of the river. Take out the gunner as quickly as possible while peeking around the pilot house. Another .50 is on the balcony of a two-story structure in the village center. The last .50 opens fire as the boat approaches the dock—you can't spot this one until the boat passes the shanty it's hiding behind. When all three

.50s are down, concentrate on the smugglers firing from the docks and shoreline, but avoid indiscriminate fire to limit civilian casualties.

## Chapter 3: Drug Smuggling Harbor



*When the boat reaches the dock, rush onto shore and clear the small village.*



### NEW OBJECTIVE: Secure waypoint Foxtrot



*When clearing waypoint Foxtrot, peek around corners and scan the rooftops. Ignore the civilians.*

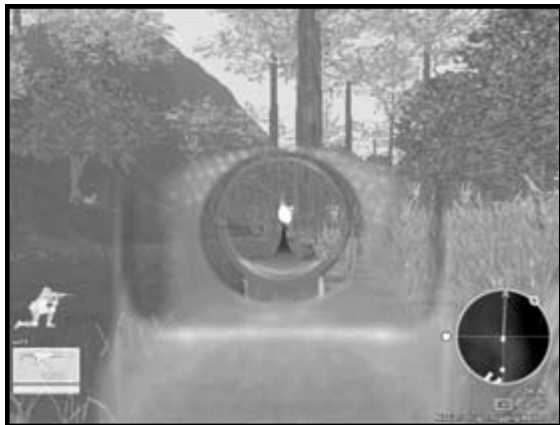
When the boat eventually stops at the dock, stand up and cautiously move onto shore toward waypoint Foxtrot. The small village is inhabited by a mix of smugglers and civilians, so go easy on the automatic fire and don't use grenades. When you reach the shore, work around the shanties while scanning the rooftops and peeking around corners. Continue scouring the village until all resistance is taken out—press **tab** to make sure the objective is complete. Along the village's northern side, find a first aid kit and a box of ammo lying next to a shanty. Pick them up if needed.

Otherwise, leave them behind; you may want to backtrack and pick them up later.



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*Stay low and behind trees to avoid getting hit by the incoming technicals. Take them out as quickly as possible.*

explodes. The tree trunks and branches should keep you safe from retaliatory fire. When both technicals are flaming wrecks, move toward the river and turn toward the harbor. By now, a smuggler with an RPG may be firing at your team. This smuggler is positioned on the nearest dock—use your binoculars to spot him. Bring up your weapon sight to take out him and any other enemies firing from the south side of the harbor village.



*Before taking to the water, scan the southern side of the harbor for smugglers, including one with an RPG.*

With the village secured, turn north and move along the riverbank to waypoint Golf. A counterattack is underway, stemming from the harbor village ahead. Quickly take cover among the trees growing along the bank and take a knee. If you haven't already, activate your night vision to better spot incoming smugglers rushing through the high grass. Take out the smugglers as they come into view, but also keep an eye open for two technicals. The technicals drive along the riverbank near the harbor village then stop and open fire on you and your team. Immediately target each vehicle and pump each full of lead until it

When the influx of smugglers along the river bank has ceased and there's no more fire from the harbor village, wade into the river. Instead of taking the direct route through the village's main entrance, infiltrate from the harbor side. As you move farther out into the river you must swim to stay on the surface. To the north a couple of speedboats are docked at the village—you'll take these out later. Before swimming into the village, use your binoculars to scan the south side. Along the western side, spot a smuggler behind a .50 caliber

## Chapter 3: Drug Smuggling Harbor



*Keep your eyes on the shore as you swim toward the harbor village.*

machine gun as well as another smuggler on a nearby rooftop. Take out both of these enemies silently with your MP5. Use the binoculars again to make sure the area near the boat docks is clear—you don't want to swim too close while enemies are present. Now press **[F7]** twice until the GPS map shows waypoint India located in the center of the village. Use the waypoint heading to proceed to shore along the dock next to the nearest speedboat. As soon as you hit land, you're assigned two more objectives.

**NEW OBJECTIVES:** Secure the village near waypoint India.  
Destroy the drug boats.



*Peek around this corner and take out the smuggler with the RPG on the roof.*

When your squad is assembled on shore, don't head directly for waypoint India; you need to take out a number of smugglers guarding the village first. Begin by moving east while pressed up against the shanties. Peek around the first corner to spot a smuggler with an RPG standing on a rooftop—take him out before he can fire. You also should spot the front of a technical. Toss a grenade at the technical to eliminate it. Without moving any farther, turn left until you're facing directly north. Toss another grenade at the shanty ahead. The explosion takes out another .50 cal-

iber machine gunner around the corner. Sidestep east while facing north and gun down any more enemies you spot, including another smuggler with an RPG. Move in behind the stack of tires and turn northeast to spot another machine gun position in the distance. Take out the gunner as soon as possible.

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*Hold at this corner and blast a couple of machine guns with grenades—including a technical parked to the east.*

west while sidestepping south. Peek around the barrels ahead to blast another .50 caliber gunner. Now turn east and jump in behind the machine gun position you took out with the grenade. Behind the gun you'll find a first aid kit as well as an armory. Stock up on ammo and change weapons. However, the MP5 is more than adequate for completing the mission.

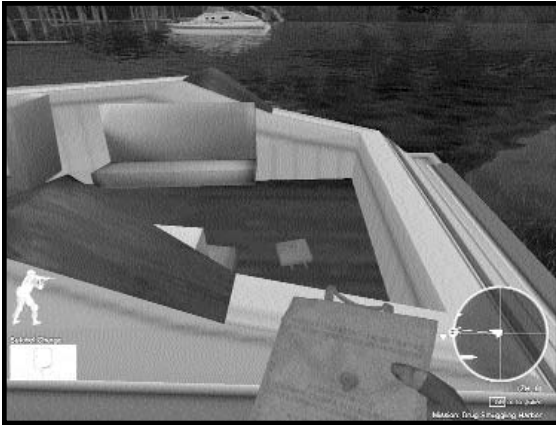


*A machine gunner hides behind the corner to the left. Take him out with a grenade.*

Move around the next shanty next to the harbor and take cover behind the destroyed technical. Look for muzzle flashes to the north and engage more smugglers as they come into view. When it's clear, move to the north side of the village and turn west. Slip between the shanty and broken down truck while taking out another smuggler on a rooftop to the west. Peek around the corner to the south and scan for more enemies. Equip a grenade and toss it toward the nook to the south, banking it off the wall ahead. This takes out another .50 caliber machine gunner. Switch back to your MP5 and aim

Now move west and circle around to the north to clear out the rest of the village. Several smugglers are gathered around the village's northern boundary, hiding among the trucks and other accumulated junk. Clear out the remaining enemies until you and your team stop taking fire. When the village is silent, move to waypoint India in the village center. If all enemies have been eliminated, the corresponding objective will be checked off.

## Chapter 3: Drug Smuggling Harbor



*Return to the harbor and place a satchel charge in the back of each boat.*

With the village clear, move toward way-point Juliet to return to the harbor. Now it's time to take out the drug boats. Move along the eastern dock and place a satchel charge in the first boat. Then move along the shore to the next dock. Toss your second satchel charge in the next boat and race back to shore. When you and your squad are a safe distance away from the boats, press **[8]** to select the detonator. Click the left mouse button to set off both charges simultaneously, destroying both drug boats.



*Back away from the docks before detonating the charges.*



**NEW OBJECTIVE: Proceed to the extraction site.**



*Take control of this machine gun on the village's western side and take out the incoming technicals and smugglers.*

When both boats sink, your GPS map automatically jumps to waypoint Kilo, leading you out of the village and toward the extraction point. However, your attack hasn't gone unnoticed, and a sizable force is staging a counterattack from the west. Dash to the western side and take control of the .50 caliber machine gun covering the village's main entrance. Open fire on the two technicals rumbling down the road until they explode. Stay behind the gun to take out a few smugglers following closely behind. Alternate between firing and scanning the path ahead through your binoculars. A few smugglers armed

with RPGs hide in the tall grass. Blast as many smugglers as you can see, then dismount from the gun and start moving toward waypoint Kilo.



## Chapter 3: Drug Smuggling Harbor



*Move along the hill just south of waypoint Kilo to reach the extraction point.*

Instead of following the waypoint directly, move along the hill just south of the dirt road. Otherwise you'll walk into an ambush. As you climb the hill, turn north and pick off any smugglers lurking in the tall grass below. Press **[F7]** to jump ahead to waypoint Lima—this leads to the LZ. Keep moving along the hillside while firing on the enemies below. You eventually come to a clearing where a Black Hawk is waiting. Keep an eye on the path to the east as you race toward the chopper. Once you're within a few feet of the Black Hawk, the mission ends.



*Move through the clearing toward the Black Hawk to complete the mission.*



# **JUNGLE AIRFIELD TAKEDOWN**

## **BRIEFING**

OPORD: 2-04 Team Sabre

Date Time: 270700 May 04

Location: Eastern Cordillera foothills, Colombia

### **1. Situation**

Paulo has shifted tactics to using old DC-3 cargo planes to fly massive drug shipments out of crude jungle airstrips. Previous attempts to assault these fields have only caused the smugglers to abandon the site and relocate. It is hoped that a synchronized airfield interdiction campaign will shut down these operations for good.

- **Weather:** Dawn, foggy, warm.
- **Terrain:** Dense mountainous jungle, river systems, heavy vegetation.
- **Enemy:** Approximately 100 drug smugglers and guerillas armed with AK47s and RPGs. Emplaced .50 caliber machine guns. Technicals w/ .50 caliber machine guns.
- **Friendly:** None.

### **2. Mission**

- **Who:** Ranger platoons 2 and 3
- **What:** Infil by Black Hawk. Disable radio transmitter. Secure ground transportation to airfield. Destroy all aircraft and drug shipments on location. Exfil by Black Hawk.
- **When:** Immediately.

### **3. Execution**

- **Command's Intent:** Shut down Paulo's network of jungle airstrips to prevent drug-smuggling flights.
- **Concept of Operation:** Locate and assault radio transmitter close to the airstrip. Personally disable the radio equipment before moving on to waiting ground transport. This transport can get close to the airstrip without raising an alarm. Assault the airstrip and destroy all vehicles and drug shipments present. Do not allow any aircraft to escape or future operations in the area will be jeopardized.

### **4. Service and Support**

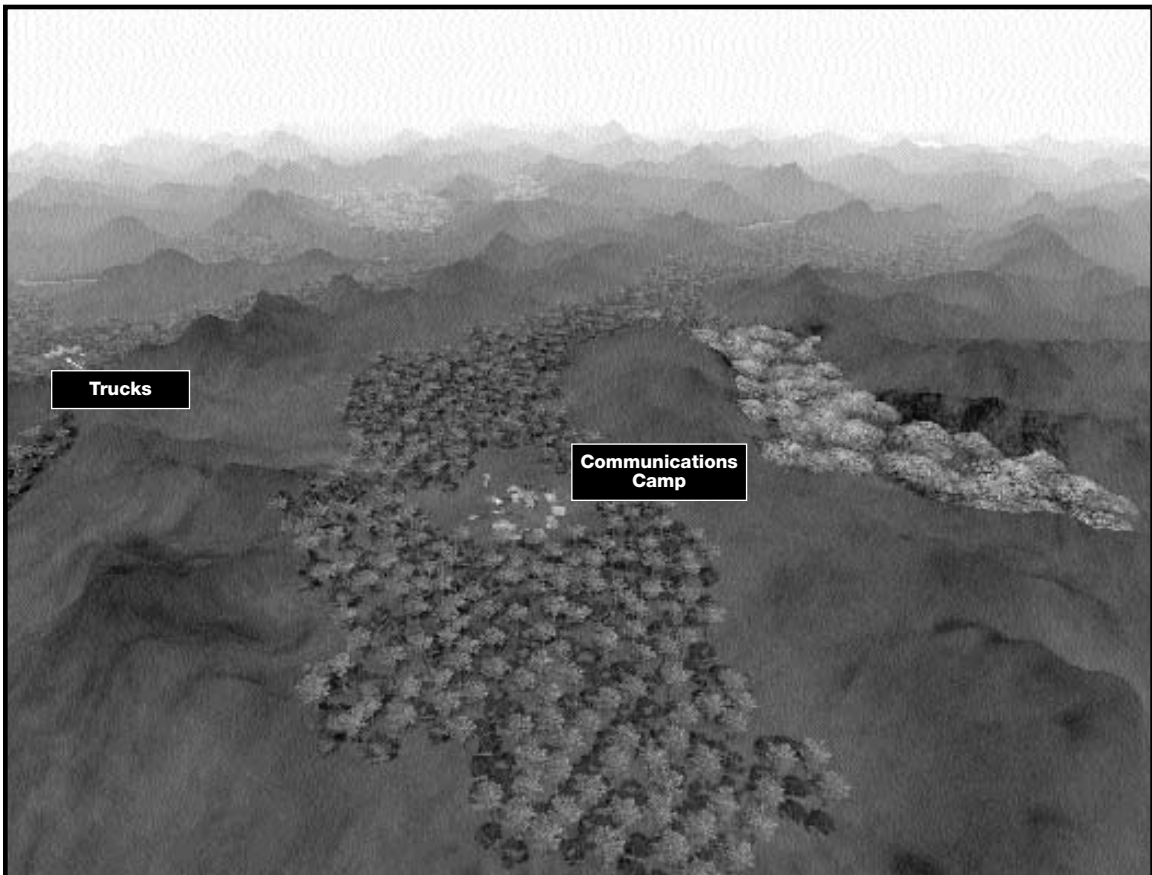
- **Basic Load:** CAR-15/203, M9 Beretta, AT4



## Chapter 4: Jungle Airfield Takedown

### SUMMARY OF MISSION

As part of a synchronized airfield interdiction campaign, your team of Army Rangers will be deployed via Black Hawk helicopter to destroy Paulo's ability to smuggle drugs from jungle airstrips. Destroy all of the smugglers' aircraft at the site and neutralize any smugglers. Aircraft attempting to flee should be considered highest priority targets. Failure to prevent their escape will jeopardize all future operations in this area.



### Suggested Loadout

Primary Weapon: CAR-15/203  
Secondary Weapon: M9 Beretta  
Accessory: AT4

## TACTICS



*Take control of the Black Hawk's starboard minigun and get ready to take on some smugglers.*

The mission begins in a Black Hawk as you and your team ride toward the first objective. Before you can assault the airfield you must first eliminate a radio relay station. This prevents forces around the airfield from calling in reinforcements. The relay station is just ahead, so take control of the starboard-mounted minigun. As the Black Hawk approaches a clearing, you see a large tower surrounded by several shanties and vehicles—this is the radio relay station. The personnel surrounding the structure are all unfriendly, so don't hold back; mow down anything that moves!

**INITIAL OBJECTIVE:** Eliminate all resistance at communications camp.



*Open fire on the tower to silence the two .50 caliber machine guns.*

Once the Black Hawk reaches the clearing, it drops into a low-altitude orbit around the target area. Try to pick off the gunners of the two .50 caliber machine guns in the tower before they can draw a bead on your chopper. But also keep your eyes peeled for RPG and small arms fire. Halfway through the first orbit, a technical (with a mounted .50 caliber in the back) emerges out of the jungle to the north. Take it out as soon as it comes into view. Meanwhile, keep firing on the individual enemies on the ground. Target stacks of barrels and vehicles to cause explosions—

## Chapter 4: Jungle Airfield Takedown



this is a quick way to take out multiple enemies at once. Watch for an enemy armed with an RPG in the clearing's north-west corner. As soon as you see a rocket's smoke trail, trace it back to its source and lay down a wild barrage of fire on this area, even if you can't quite see the individual. The Black Hawk continues orbiting the clearing until the target area is free of resistance.

*Watch for this technical racing in from the north.*

**NEW OBJECTIVE:** Verify communications equipment is destroyed.

Although you laid down an impressive amount of fire on the radio relay station, you can't proceed to the airfield until the communication equipment's destruction is verified. As the Black Hawk sets down on the clearing's eastern side, back away from the minigun and prepare to exit the chopper through its starboard side. Just wait till it touches down—you don't need the embarrassment of taking damage by jumping out of the chopper prematurely. Your team stays inside the chopper and provides covering fire if needed, so you're going in solo for this one.



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*Proceed to the tower to inspect the communications equipment.*



*Blast the radios to complete the objective.*

Upon exiting the Black Hawk, move west through the shanties on your way to the large tower in the center of the clearing. Don't worry about running into enemies; the area is clear for now. When you reach the tower, climb the various ramps leading to the top. At the top of the tower you spot a couple of radios sitting on a table. Just to the left is a box of ammo and a first aid kit. Blast the radios with a couple of rounds from your rifle.



## Chapter 4: Jungle Airfield Takedown

**NEW OBJECTIVE:** Return to Helo for rendezvous with Team 2.



*Activate your night vision and take control of the .50 caliber machine gun to mow down the enemies emerging from the jungle to the west.*



*Rush back to the Black Hawk and take control of the minigun. Don't stop to engage the enemies advancing behind you.*

This completes your objective, but it also triggers a counterattack from the west. Take control of the west-facing .50 caliber machine gun and open fire on the enemies rushing out of the jungle. If needed, activate your night vision to better spot their movement. Hold behind the .50 until there's a lull in activity. Immediately dismount the .50 and grab the ammo and first aid kit. Rush to the bottom of the tower and immediately run east, back toward the Black Hawk. By this time more enemies are approaching from the west, but don't stop to engage them—you can put up a much better fight from behind the Black Hawk's minigun. When you reach the chopper, hop inside and take a position behind the starboard minigun, then scan the area to the west. Blast any enemies that advance on the chopper as it lifts off.



**NEW OBJECTIVE:** Rendezvous with support team, switch to ground transport.



*Look for this bridge and engage the units firing on the Black Hawk.*



*Wait for this technical to drive within the firing arc of the minigun before hopping out of the Black Hawk.*

Now it's off to the airfield for the assault. However, to maintain a stealthy approach, you won't be landing next to the airfield. Instead, you'll land in a clearing and board a truck for final infiltration. On your way to the LZ, the Black Hawk crosses a river. Look for a bridge flanked by a couple of towers. You'll take fire from the towers as well as the bridge. Answer back with a hefty burst from the minigun. Meanwhile, a technical races through the jungle below. Unfortunately you can't get a good angle on this vehicle. As the Black Hawk sets down in a clearing next to a couple of trucks, remain inside and wait for the technical to approach. It unwisely drives along the starboard side of the Black Hawk, allowing you to blow it to bits. Now it's safe to get out.



## Chapter 4: Jungle Airfield Takedown

**NEW OBJECTIVE:** Take ground transport to position outside airfield.



*Grab some gear near the LZ then hop on the nearest truck.*



*Activate your night vision to get a better view of the enemies attacking from the jungle.*

Exit the Black Hawk and move through the waypoints leading to the nearest truck—another Ranger team occupies the lead truck. Along the way, pick up a first aid kit and some ammo next to a nearby shanty. An armory nearby allows you to switch weapons and stock up on ammo. When you're ready, hop up into the truck and take a position along the left side. Drop to a crouch to enhance your accuracy and partially conceal yourself behind the truck's sideboards.

As the convoy starts moving, scan the trees on the left for enemy activity. The sunken road makes an ambush inevitable. To help spot enemies in the surrounding jungle, activate your night vision. This makes it easier to spot movement, muzzle flashes, and incoming tracer rounds. Once you start taking fire, focus on the left side and make sure your weapon is on automatic. The ride is bumpy, reducing your accuracy. Firing on automatic allows you to spray down an area; just keep an eye on your ammo count and reload as

needed. Some enemies fire from the trees while others charge the convoy and engage at close range. Keep them from getting too close to reduce your chances of getting hit. Scan the back of the truck frequently—don't get hit from behind.



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*Any enemies you missed run behind the truck and open fire—don't let this happen.*



**NEW OBJECTIVE:** Eliminate all resistance at airfield.



## Chapter 4: Jungle Airfield Takedown

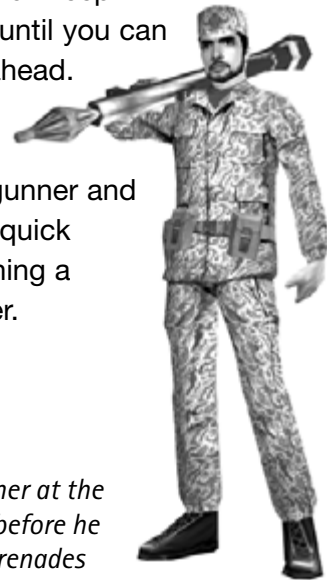


*Move along the hill to the east until you can spot the tower ahead.*



When the truck eventually stops, you're only a few meters from the airfield. Drop off the back of the truck and move toward waypoint Golf through the high grass. If needed, pick up a first aid kit lying next to one of the two shanties ahead of the truck. While moving through the grass, veer to the right and head up the eastern hill overlooking the airfield. Keep moving forward until you can spot the tower ahead.

Immediately scan the top of the tower for a gunner and drop him with a quick shot—he's manning a grenade launcher.



*Take out the gunner at the top of the tower before he can launch any grenades in your direction.*

**NEW OBJECTIVES:** Destroy smugglers' plane before it escapes.

Search warehouses and destroy all drug crates.

As you press forward, the attack gets under way with the other Ranger element assaulting from the opposite direction. Use the distraction to your advantage and rush forward—but watch for enemies lurking in the tall grass. Move along the base of the

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eastern hill until you can spot the DC-3 sitting on the runway. Take this out before it can take off. Switch to the AT4 rocket launcher and get the plane fixed in your sights. When your aim is set, fire the rocket to take out the plane.



*Use the AT4 to take out the DC-3 before it takes off.*



*Use this grenade launcher to take out the gunner in the western tower.*

Now clear the airfield. Look for troops armed with RPGs. There's one next to the storage container between the two warehouses and another next to the shanties along the southern side of the runway. Gun these enemies down while moving to the nearby tower. At the top, take control of the grenade launcher and aim to the northwest at the tower next to the western warehouse. Fire a few grenade rounds at this tower to take out the machine gunner up top. Now back away from the grenade launcher and aim toward the next tower—the one next to the eastern warehouse. Peer through your scope and take out any resistance. Finally, focus on clearing the areas around the runway and hangars.

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**TIP**

*Find a couple of first aid kits scattered around the airfield. One is next to the two shanties on the southern side of the runway and the other is inside the eastern warehouse.*

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## Chapter 4: Jungle Airfield Takedown



*When the airfield is clear, move to the warehouses and take out the drug and weapons crates.*



*When all the crates are destroyed, a Black Hawk arrives for extraction.*

Once all enemy units are down, head toward the warehouses. Along the way consider stopping inside the concrete building next to the tower with the grenade launcher. Inside, an armory provides a good opportunity to stock up on ammo and switch weapons. As you approach the eastern hangar, focus on destroying the square crates of cocaine and the long rectangular crates containing weapons. Use bursts of automatic fire or your M203 to demolish these crates, then proceed to the western warehouse and repeat the process. When all crates are destroyed, a Black Hawk flies in for exfiltration to complete the mission.



# JUNGLE RAID

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## BRIEFING

Opord: 3-04 Team Sabre

Date Time: 182100 July 04

Location: Ixtana, Columbia

### 1. Situation

Tracking the narcotics shipments back to their source, intel has narrowed down the possible location of one of Paulo's facilities hidden somewhere in the town of Ixtana. Repeated overflights have failed to determine the exact location of the facility entrance so a team needs to be sent in on foot to investigate.

- **Weather:** Dark, misty, hot, and humid.
- **Terrain:** Mountain valley river system, heavy vegetation.
- **Enemy:** 70–100 guerillas armed with AK47s and RPGs. River patrol boats. Emplaced .50 caliber machine guns. Technicals w/ .50 caliber machine guns.
- **Friendly:** Possible civilian noncombatants or hostages.

### 2. Mission

- **Who:** Delta Teams 1 and 5, Ranger 4-2 (transport), 160th SOAR
- **What:** Infil by RHIB. Penetrate town defenses. Locate and disable hidden drug facility. Exfil by Humvee convoy.
- **When:** Immediately

### 3. Execution

- **Command's Intent:** Disrupt Paulo's ability to distribute and ship drugs.
- **Concept of Operation:** Infiltrate guerilla defenses via RHIB and link up with Delta Team 1 for a combined assault on the town. Protect any civilians during assault. Locate and disable Paulo's drug facility hidden somewhere inside the town. Guerilla forces are numerous in the area so expect a counterattack.

### 4. Service and Support

- **Basic Load:** G3A3, Remington 780 Shotgun, AT4

## Chapter 5: Jungle Raid

### SUMMARY OF MISSION

Intel has determined that Paulo operates a shipping facility hidden underground in the town of Ixtana. Delta will infil via Rigid Hull Inflatable Boat (RHIB) to locate and destroy any drug operations taking place. Be aware of potential attacks from armed civilian groups and paramilitary guerilla forces operating in the area. The presence of unarmed civilians further complicates the situation.



### Suggested Loadout

Primary Weapon: M16/203

Secondary Weapon: Remington 780 Shotgun

Accessory: AT4



## TACTICS



*Activate your night vision and scan both sides of the bank for enemy activity.*

You start the mission in an RHIB, behind the forward mounted .50 caliber machine gun. The banks of the river ahead are lined with enemies. Activate your night vision to get a better view of your surroundings. But keep in mind that the night vision limits long distance visibility, potentially making it difficult to spot enemy boats in the river ahead.



*Blast the stationary boats before the RHIB passes.*

The first sign of enemy resistance are smugglers lining both banks of the river. Open fire at long range and try to take them out before racing past them. A hostile boat is lined up along the left side of the bank too. Open fire on this boat as soon as it comes into view and pump it full of lead until it explodes. Go back to scanning the riverbanks for enemies. The night vision comes in handy for spotting muzzle flashes and incoming tracers.



## Chapter 5: Jungle Raid



*Try to take out enemies along the bank before they get this close.*



*Hop out of the boat and grab the first aid kit if you need it.*

Now swing the gun to the left and right, scanning the banks for enemies. Some are on the steep hills, making them hard to spot until the RHIB moves right past their position. Watch for one soldier along the left bank armed with an RPG. Pepper his position with auto-fire until he drops—if he gets a shot off it could abruptly end the whole mission. Eventually enemy activity dies down, particularly as you approach the other Delta team's position along the left bank of the river—do not fire on their RHIB! Hop out of your boat as soon as it bumps into the bank. If you sustained injury on the way in, grab the first aid kit before linking up with the other Delta team.



**INITIAL OBJECTIVE:** Eliminate resistance at first objective point.



*Stick close to the other Delta team as you sweep the jungle ahead.*



*Watch out for this technical crossing the bridge to the east.*

With both Delta teams ashore, turn north and head toward waypoint Bravo. Keep an eye on your GPS map to verify the positions of friendly units as the teams fan out and begin rapidly sweeping the jungle. With your night vision still activated, scan the trees and high grass for enemy units. The overwhelming firepower of two Delta teams makes quick work of the sparse enemies. You eventually come to a clearing where a couple of enemies hide behind a sandbag fortification. If they haven't been dropped yet, pick them both off with a couple of quick bursts. As you move out into the clearing, turn east to spot an incoming technical attempting to cross a bridge. Quickly switch to your M203 launcher and blast the vehicle before the gunner can score hits on either team. When the clearing and surrounding jungle is clear, move to waypoint Bravo and wait for both Delta elements to regroup before making the final assault on the town to the west.

**NEW OBJECTIVES:** Head in to town and eliminate all resistance.

**Find intel document inside underground bunker.**

## Chapter 5: Jungle Raid



*Wait for the Delta teams to regroup before setting off to assault the town.*

As you move out toward the town, your team assaults along the northern side while the second Delta team moves in from the south. Unfortunately, your chance at a surprise attack goes down the tubes when you start taking cannon fire from town—the guard tower to the far west is equipped with an EM cannon. Branch off to the north and stay along the northern jungle perimeter while moving west. The first signs of resistance are a few enemies armed with AK47s. But as you work your way deeper into the town, you hear the unmistakable sound of .50 caliber machine

guns. Some of these are mounted on technicals and others are on buildings. When engaging the technicals, focus on the gunners to minimize your chances of destroying the vehicles—you may need the .50 caliber machine guns later.



*Use the M203 launcher to silence the enemies in the first tower you encounter.*

Eventually you spot the first guard tower near the center of town. The tower has a machine gun at the top, presenting a considerable threat, especially once you move into town. Use your M203 launcher to neutralize the enemies in the tower. Shortly after taking out the enemies in the first tower, you should be able to spot the next one to the far west—this is where the cannon fire originates. Instead of using your M203, equip the AT4 for a more direct shot. Aim at the top part of the tower and the resulting explosion takes out the cannon's operator. Switch back to your

M16 and proceed farther into town, keeping an eye open for .50 caliber machine guns. One such gun is located on top of a fortification near the center of town. Another is mounted on a technical along the northwest side.

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When you reach a dirt road leading south, follow it toward the center of the town while clearing out any stragglers. Keep any eye out for civilian hostages with their hands bound behind their backs. Switch to semiautomatic mode to avoid accidentally hitting these hostages.



*The AT4 works well for taking out the gunner behind the EM cannon in the tower to the west.*

The town eventually falls silent as both Delta teams reach the center. Now it's time to move into the underground bunker to retrieve the documents. Follow the way-point marker into the structure to the far west. Pick up a first aid kit along the way—three are lined up along the southern wall. An armory along the north wall provides an opportunity to stock up on ammo and change weapons. Proceed through the twisting corridor until you come to an opening in the ground with a ladder leading down. Descend into the tunnel system.

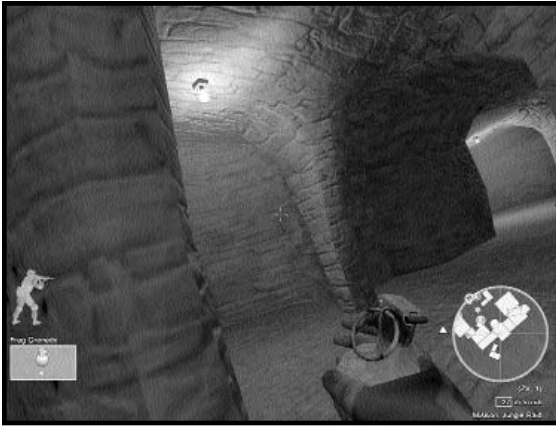


*Break out the shotgun to clear the underground bunker.*

At the bottom, deactivate your night vision as the light bulbs illuminating the bunker cause visual distortion. You also may want to equip the shotgun. Follow the tunnel south and peek around the left corner to spot a couple of unsuspecting enemies—blast them with your shotgun. Walk past their bodies until you come to the next bend. Peek to the right this time and blast one more soldier. Before advancing, slightly sidestep to the right while continuing to lean right. A couple of soldiers lurk in the alcove to the left.

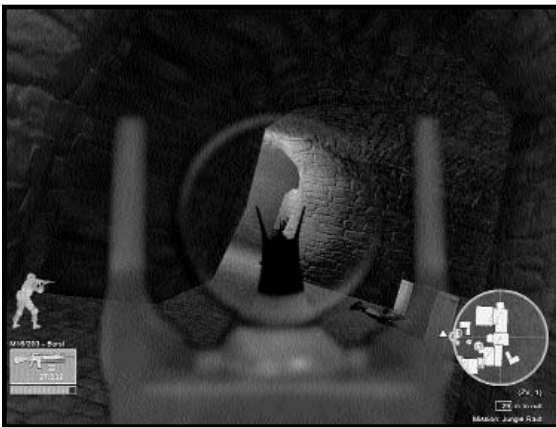
Although you can't see them, you can take them out without exposing yourself. Equip a frag grenade and toss it into the alcove on the left. Sidestep back behind the corner and wait for the grenade to explode. Then move in and clear out any survivors. Hold off on picking up the first aid kit here—you may need it when exiting.

## Chapter 5: Jungle Raid



*Peek around this corner and toss a grenade into the alcove on the left to take out the machine gunner lying in wait.*

Continue along the tunnel system until you come to another sharp bend. Sidestep to the corner and peek out to the right to drop one more soldier in the span ahead. Hold this position and peek to the right again to spot another alcove along the left side. A machine gunner hides here, waiting to gun you down. Equip another grenade and toss it toward this alcove, banking it off the far wall. Move back behind the corner and listen for the explosion before continuing along the tunnel. While waiting, switch back to your M16 and make sure it's on burst mode. Now hug the right side of the tunnel and creep forward, turn left to



*Lean to the left and peer through your sights to pick off this machine gunner at the tunnel's far end.*



*Use a flashbang to stun the two soldiers inside this weapon storeroom.*

Once the machine gunner at the end of the tunnel is down, creep forward until you spot a few crates of cocaine along the right side. Equip a grenade and toss it toward



*Grab the documents on this desk then quickly return to the surface.*

the vacated machine gun position ahead—this takes out another soldier hiding around the corner to the right. Now peek right to get a good view of a large storeroom to the left. Equip a flashbang and toss it into the room to the left. Turn away from the blast, then move in and mow down the two dazed soldiers standing among the weapons crates. The intel documents you seek are lying on a desk along the room's northern side. Grab the documents and exit the tunnel—a counterattack is under way on the surface.

**NEW OBJECTIVE:** Go back above ground and hold objective location until backup arrives.



*Get behind the machine gun on top of this fortified outpost.*

Climb the ladder leading up to the surface and activate your night vision. Enemies are attacking from all directions, but fortunately the Delta team members have taken control of the various .50 caliber machine guns in an effort to hold them back. The EM cannon is also manned, but there's one decent defensive position left. After exiting the building containing the bunker entrance, move directly east to the fortified structure with the .50 caliber machine gun on the roof. This position provides a good view in all directions, allowing you to respond where needed.

## Chapter 5: Jungle Raid

At first, most of the attackers approach from the clearing to the south and the jungle to the west. Look for any movement in these directions and open fire. When activity



*Keep an eye on the jungle to the west and blast anything that moves.*

dies down there, swing the gun to the north and east. Eventually you begin taking RPG fire from the west. Use your binoculars to try to find the source. If you can't get a clear shot from this position, use the M203 to lob grenades in the general direction of the rocket attacks.

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**TIP** *If needed, rush to the building with the first aid kits to heal. You can also replenish your ammo at the armory.*

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Eventually, one of the RPG soldiers may get lucky and hit the Delta team member manning the EM cannon. If this happens, rush over to the tower. Along the way, stop and use the nearby machine gun to clear out the jungle to the west. When it's clear, move to the top of the tower and take control of the EM cannon. This fires explosive rockets at a somewhat slow pace, but it's great for taking out tight clusters of enemies. Shortly after you take this position, technicals begin approaching the town for the north, east, and south—make these vehicles your priority targets. The guard tower prevents you from getting a good view of approaching troops from the west, so concentrate on the other three directions. Not long after the technicals attack, massive infantry wave attacks begin from the north and south. The EM cannon is perfect for blowing huge holes in the lines of incoming enemies.

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**TIP** *Keep an eye on your teammates and give them a hand if they come under fire. If you lose too many men, the mission will end in failure.*

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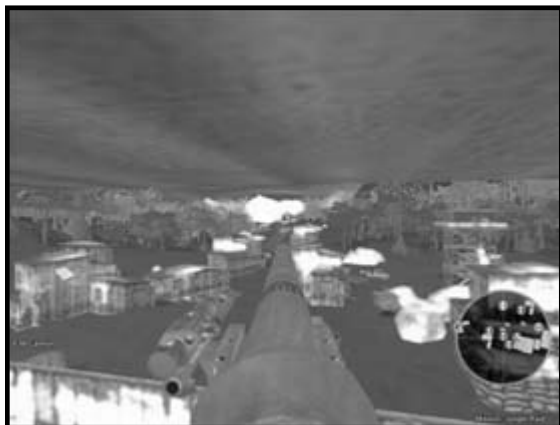


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*If your teammate goes down, get behind the EM cannon in the western tower and concentrate on large clusters of enemies.*



*Once the Humvee convoy arrives, help them fight off the remaining attackers—including this technical approaching from the east*

Eventually the Humvee convoy approaches from the north. Hold your fire in this direction until the convoy reaches the town. The Humvees stop below the tower and help your Delta teams hold back the enemy attack. Turn east and look for another incoming technical as well as more troops approaching from the south. The mission ends as the last few enemies are mowed down and the town falls silent once again.



## Chapter 6: Attempted Arrest

# ATTEMPTED ARREST

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## BRIEFING

Opord: 4-04 Team Sabre

Date Time: 201600 July 04

Location: Chocó Valley, Colombia

### 1. Situation

Recently recovered communiqués have revealed that drug lord Antonio Paulo has scheduled a personal meeting with several of his bodyguards in a small village in the foothills of the Cordillera mountains. If the information is still valid, this may be the best chance of capturing the elusive Paulo before he can cover his tracks again.

- **Weather:** Bright, foggy, hot, and humid.
- **Terrain:** Jungle foothill valleys, Mayan ruins, heavy vegetation.
- **Enemy:** Approximately 30 guerillas and personal bodyguards armed with AK47s and RPGs. Emplaced .50 caliber machine guns.
- **Friendly:** Possible civilian noncombatants.

### 2. Mission

- **Who:** Delta Team 5
- **What:** Infil by Black Hawk. Assault village. Capture or eliminate Antonio Paulo and his bodyguards. Exfil by Black Hawk.
- **When:** TBD based on further intel.

### 3. Execution

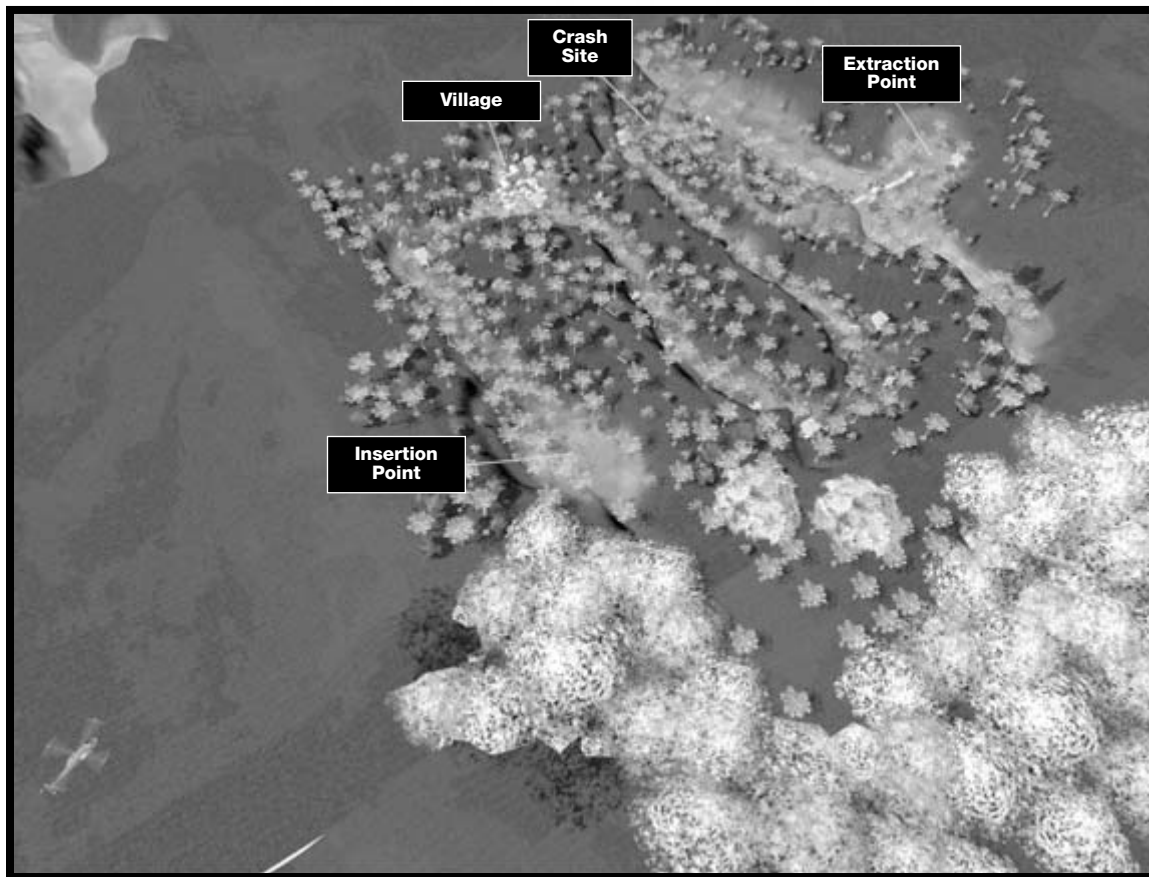
- **Command's Intent:** Secure target building and arrest or eliminate Antonio Paulo.
- **Concept of Operation:** Intel has not been able to pinpoint the meeting place within the village so recon the area and eliminate any resistance you encounter. Paulo and his bodyguards are usually heavily armed, but attempt to capture the drug lord if possible.

### 4. Service and Support

- **Basic Load:** Barret M82A1, Colt .45, Satchel Charge

## SUMMARY OF MISSION

In an effort to apprehend Paulo, your Delta team will assault a small village in the Chocó Valley region. Intel reports Paulo's presence along with his usual security detail. Armed guerillas are also in the area. Infil by Black Hawk and secure or eliminate the drug lord at the village. Stand by for extraction.



## Suggested Loadout

Primary Weapon: M60E  
Secondary Weapon: Colt .45  
Accessory: Satchel Charge



## Chapter 6: Attempted Arrest

### TACTICS



*The ride to the LZ is uneventful, so listen HQ's commands as the Black Hawk nears the drop-off point.*



*As soon as the Black Hawk sets down, move into the jungle.*

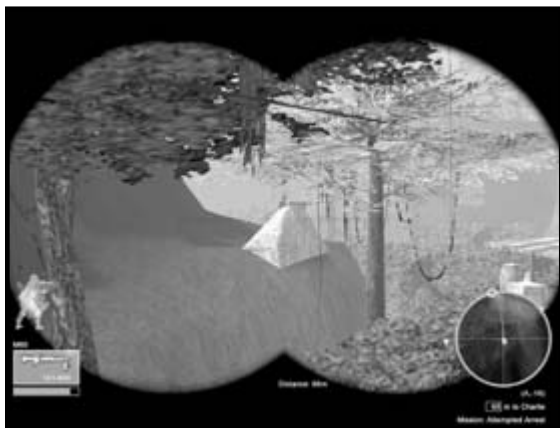
The mission begins as you and your team fly in toward an LZ near the village where Paulo was last spotted. Instead of collaborating with other special forces units, your three-man team must act alone, apprehending or eliminating Paulo before he can get away. Listen to the radio chatter as the Black Hawk proceeds to the drop off point. Once HQ gives the go ahead, the Black Hawk descends in a clearing just southwest of the village.



**INITIAL OBJECTIVE: Assault small village.**



*Take out the smuggler in this tower to the north.*

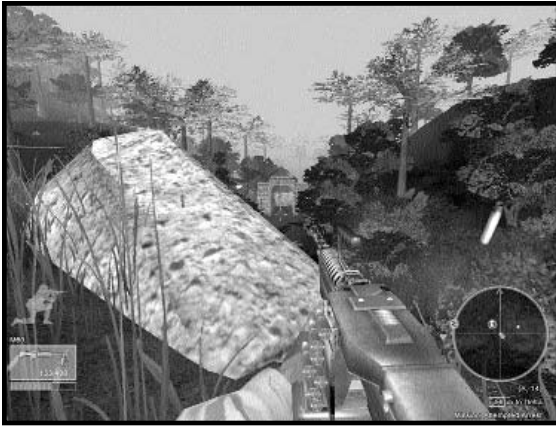


*Use your binoculars to spot this machine gunner behind a rock.*

Exit the Black Hawk and rush north toward the edge of the jungle at waypoint Alpha. Continue moving through the valley ahead toward waypoint Bravo. Once Bravo is reached, sidestep left and move along the slope to the west while advancing toward waypoint Charlie. Stop when you see the guard tower ahead. Blast the enemy at the top of the tower, then scan its base for a guerilla pacing back and forth—eliminate both enemies before moving any farther.

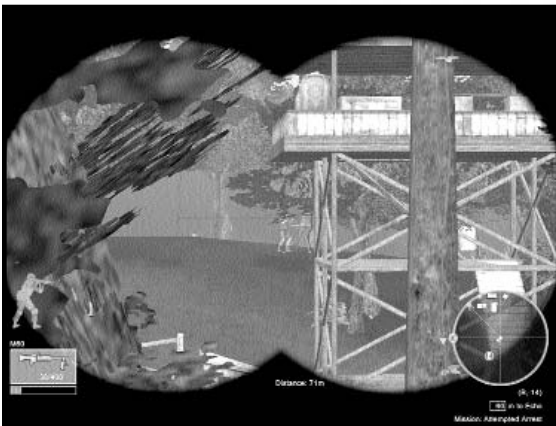
Now break out the binoculars and scan the western slope ahead to spot another guerilla behind a machine gun. Fire off another burst until the gunner is down. Creep toward the now-vacant machine gun position and look for an RPG soldier on the hill to the far north and another guerilla at the bottom of the hill ahead of you. Blast both enemies, then continue toward the machine gun. Turn east to spot another machine gunner beneath an arch in front of the village. Take him out then scan the jungle floor to the west for more enemies. When it's clear, move down the hill and approach the guard tower. If you need it, pick up a first aid kit at the top.

## Chapter 6: Attempted Arrest



*Another machine gun position is beneath the arch to the east.*

the valley and enter the building along the village's western side. Push the door open and mow down the smuggler inside. If needed, pick up the first aid kit.



*Look for the guerilla behind a grenade launcher beyond the village's southern tower.*

Move toward the arch at waypoint Delta and turn the machine gun on the village, blasting any guerillas you can see—namely the one straight ahead. Hold near Delta and wait to receive your orders to commence the attack. This automatically updates your GPS map, pointing you toward waypoint Echo. Instead of heading directly there, sidestep right up the hill to the south while aiming east. Take out the guard at the top of the village's southern tower. Just behind this tower is a guerilla positioned behind a grenade launcher—gun him down too. Step back down into

Now head around the village's eastern side by moving along the hillside. The elevated position allows you to pick off several smugglers in the village below. Keep circling around the village until you reach the road along the southern side. At this point, guerillas attack along the road to the south. Drop to a knee and fire a continuous stream of automatic fire until all the attackers are down. Now turn back to the village and circle around the eastern side while aiming down into the buildings. A few civilians are in the area, particularly near the target building at waypoint Echo, so watch your fire.

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*Use the surrounding hills to look down on the village. Pick off enemies before moving in.*



*Stun the occupants of this building with a flashbang before entering.*

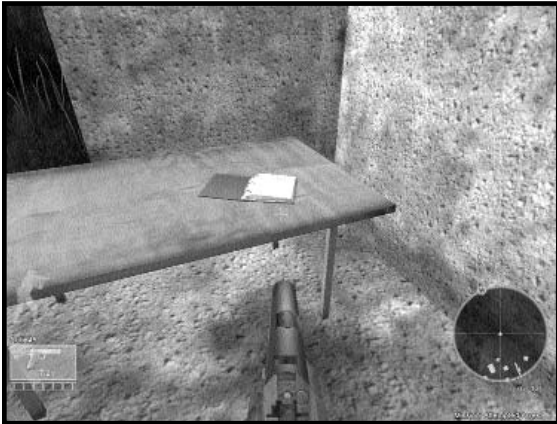
Cautiously move toward the building at waypoint Echo, gunning down any guerillas and smugglers that get in your way. Before entering, toss a flashbang through the large hole in the southern wall. After the flashbang goes off, enter the building, and turn right to mow down the guerilla at the top of the stairs. Enter the main room and gun down the rest of the enemies while they're still dazed. Unfortunately, Paulo is nowhere to be found. After informing HQ of the situation, you're instructed to scour the premises for intel. Make your way to the second floor of the building. Side step around the large hole in the second floor and approach the table on the far west of the building. Jump up on the table and turn north to hop down on a plank. Cross the plank and search the northeastern room in the corner. You'll find some documents on a table inside. Grab them to satiate HQ's appetite for intel.





## Chapter 6: Attempted Arrest

**NEW OBJECTIVE:** Await arrival of Black Hawk at village.



*Grab the documents on this table located on the second floor.*



*The Black Hawk doesn't quite reach your position. You have to move out on foot to the crash site.*

After you retrieve the documents, HQ dispatches a Black Hawk toward your location. Hold near the building and wait for the chopper to fly in from the west. As the Black Hawk approaches, several RPG rounds are fired from the east, slamming into the chopper. You're now tasked with locating the downed Black Hawk and rescuing the crew.



**NEW OBJECTIVE: Locate downed chopper.**

At least one crew member survived the crash and is holding next to the wreck. You need to reach him and escort him to an alternate extraction point. Begin by moving south (toward waypoint Foxtrot) along the road leading away from the village. The valley ahead is ideal for an enemy ambush, so creep forward slowly, continually scanning the road ahead and the hills to the east and west.

Near waypoint Golf, a couple of wrecked trucks block the road ahead. Look inside the back of the truck to the west to spot a smuggler with an RPG. More smugglers are on the other side. Take out the RPG smuggler first. As you approach the trucks, move around the eastern side and peek around the corner to mow down the remaining smugglers. Look on the hill to the east to take out a guerilla overlooking the area.

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**TIP** *The quickest path to the crash site is over the hill to the east. Unfortunately, the hill is mined and outside the mission's pre-set boundaries.*

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*Peek around the trucks to surprise these smugglers.*

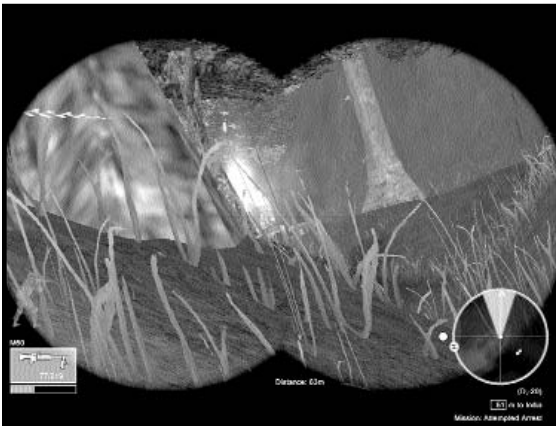
Soon after passing waypoint Golf, stop along the left side of the road and scan the western hill for a couple of enemies—including one with an RPG. When they're down, turn east and look for a few more guerillas; two on the hill to your left and another farther down the road. Continue along the road to waypoint Hotel, stopping occasionally to scan the hillsides. When one of your team members gives you a heads up, turn around (facing north) to spot a few smugglers sneaking up behind you. Take a knee and move behind a tree for cover before opening fire. Wait until they're all down before proceeding to waypoint Hotel.

## Chapter 6: Attempted Arrest



*Watch out for these guerillas sneaking up behind you. Use a tree for cover and crouch for increased concealment.*

After waypoint Hotel, sidestep toward the left side of the road to spot a guard tower ahead. Take out any guerillas you spot at the tower's base, then move forward until you can get a clear shot at the smuggler up top. Don't head to the tower yet. Instead, move along the road as it drops into a trench. Aim east and sidestep right until you spot a machine gun position in the distance. Blast the gunner before he can draw a bead on you. Clear out any surrounding guerillas, then backtrack to the guard tower and grab some ammo and a first aid kit at the top. While you're in the tower, turn east and pick off the guerilla in the next tower ahead.



*Peek to the right from the sunken road to spot this machine gunner to the east.*



*Use the machine gun to take on the attackers to the north and west.*

From the tower, continue along the road toward waypoint India. Scan the hill to the east as well as the sides of the road to the north. When it's clear, rush to the .50 caliber machine gun mounted on the wrecked jeep to the east. At this point, several smugglers and guerillas begin moving in from the north and west. Begin by mowing down the enemies to the north, then swing the gun to the west. Keep scanning both directions until all enemies are down.

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When both directions are clear, move north toward the next guard tower while scanning the hills and road for more enemies. Try to pick off a few guerillas on the hill behind the tower before moving to the top. Inside the tower, find a first aid kit and an armory. Instead of just stocking up on ammo, swap your M60 for an M21. The M21 comes in handy for picking off enemies in the distance while offering a decent rate of fire. While you're in the tower, use the M21 to take out two enemies on the hill to the west as well as another standing on a log to the north.



*Try out your new M21 on the guerillas surrounding the tower.*



*Secure the area around the crash site before moving toward the pilot's position.*

Descend the tower and move through waypoint Juliet on your way to Kilo. You eventually spot a downed tree blocking the path ahead. Hiding behind this tree is a guerilla. Creep up toward the tree and blast the guerilla as soon as he comes into your sights. Hop over the tree and look ahead for another smuggler standing near some ruins. Bring up your scope to take him out.

Move toward the ruins and scan the area to the north for more enemies. From this position, you can spot the flames of the crash site. Creep toward waypoint Lima and scan the area around the crash site, picking off the nearby enemies one by one. Look north for a guard tower and take out the smuggler behind the machine gun. Before rushing toward the downed Black Hawk, scan the area to the east too. Now rush over to the tower and climb to the top. Take control of the machine gun and mow down several enemies attacking from the south. Once they're down, approach the crash site.

## Chapter 6: Attempted Arrest

**NEW OBJECTIVE:** Rescue injured pilot.



*Look down on the crash site from the nearby tower and make sure the area is clear.*



*Hold along the side of the chopper and take on the incoming attackers.*

Proceed to waypoint Lima and link up with the only surviving crew member. Near the downed chopper is a first aid kit and a box of ammo. Don't pick up these items unless you really need them. Shortly after you arrive at the crash site, several enemies attack from the north. Take cover near the chopper and pick them off as they come into view. More enemies approach from the east. Do your best to hold back the attackers. If the pilot is killed, the mission ends in failure.



**NEW OBJECTIVE: Destroy Black Hawk remains.**



*Use a satchel charge to destroy the Black Hawk.*

When the attacks settle down, pick up the ammo and first aid kit if you haven't already. To prevent the Black Hawk from being salvaged by the enemy, you must destroy it. Toss a satchel charge inside the chopper and move east. Continue scanning the surrounding area for any stragglers. Wait for the pilot and your team members to catch up, then detonate the charge. This gives you a new set of waypoint headings leading toward the new extraction point.



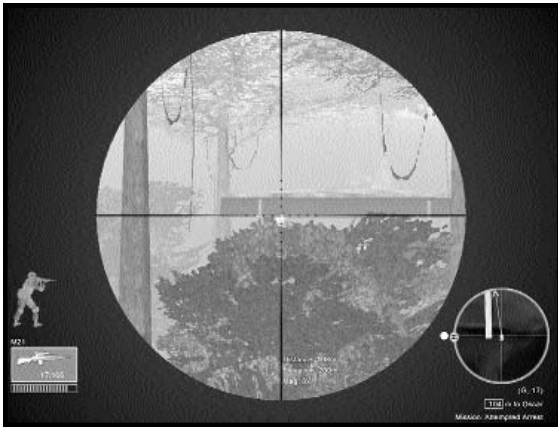
*Pick off the guerillas near the ruins before approaching the rope bridge.*

Move through waypoint Mike, and ascend the hill toward waypoint November. As you climb, watch for more guerillas sneaking up behind you from the north. Another guerilla is across the river to the east. At the top of the pass, approach the arch and take out the guerilla standing along the left side. Halt near the arch and scan the ruins ahead.

Once the ruins are clear, move toward them and turn east to face the extraction point across the rope bridge at waypoint Oscar. Take out the guerilla along the

bridge's right side and another one (with an RPG) located near the bridge's center span. Before crossing the bridge, snipe a few enemies on the other side, including the smuggler behind a machine gun in the top of the guard tower.

## Chapter 6: Attempted Arrest



*Take out this machine gunner in the tower near waypoint Oscar before crossing the bridge.*



*Toss a satchel charge on the first span of the bridge. Make sure it doesn't fall between the wooden planks.*

---

**TIP** *Follow the waypoints to the extraction point and use the rope bridge to cross the river. Don't swim across—unless you want to face hungry crocodiles.*

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When you can see no more enemies from this position, start across the bridge. Equip a satchel charge and drop it on the first span—you'll be glad you did later. As you approach the center, turn around and aim west to engage several enemies racing in behind you. Hold in the middle of the bridge until they're all down. Now turn back toward waypoint Oscar and creep forward, taking out enemies to the east as they appear. Once you reach the other side, move toward the tower, using the trees and ruins for cover. Make sure waypoint Oscar is secure before letting your guard down.



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Set off the satchel charge once you and your team are across.



**NEW OBJECTIVES:** Destroy rope bridge.  
Await pick up from Black Hawk.

**TIP** *If you need another satchel charge, access the armory on the tower's lowest platform.*



You need to snipe any RPG-toting enemies to the west before the Black Hawk can land.

With the extraction point secure, now you need to prevent attackers from the west from reaching it. Remember the satchel charge you placed earlier? Set it off to destroy access. Now turn west and scan the area beyond the bridge for more guerillas armed with RPGs—the Black Hawk can't set down until these guys are taken out.

## Chapter 6: Attempted Arrest



When the area is clear, the Black Hawk flies in from the east and sets down in the small clearing. Move next to the chopper to complete the mission.

*Move toward the Black Hawk as it sets down.*



# ISLAND VILLA ASSAULT

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## BRIEFING

Opord: 5-04 Team Sabre

Date Time: 280400 August 04

Location: Colombian Coastal Island

### 1. Situation

After several failed attempts to arrest the drug lord, intel has finally pinpointed the location of Antonio Paulo's private island headquarters. Somewhere on the island, he maintains a large villa complex protected by heavily armed versions of civilian helicopters in addition to loyal guerilla troops and his highly trained personal bodyguards.

- **Weather:** Pre-dawn, clear, cool.
- **Terrain:** Island with hills, moderate vegetation.
- **Enemy:** Approximately 100–150 guerillas and personal bodyguards armed with AK47s and RPGs. Emplaced .50 caliber machine guns and grenade launchers. Technicals with .50 caliber machine guns. Civilian helicopters fitted with rockets and .50 caliber machine guns.
- **Friendly:** None

### 2. Mission

- **Who:** Delta Teams 1 and 5, 160th SOAR
- **What:** Infil by Pavelow. Disable Paulo's helicopters and drug-running boats to prevent escape. Assault villa compound. Capture or eliminate Antonio Paulo at all cost. Exfil by Pavelow.
- **When:** Immediately

### 3. Execution

- **Command's Intent:** Cut off all escape from island and arrest or eliminate Antonio Paulo.
- **Concept of Operation:** Intel has verified Paulo is present on the island. Once your presence is detected Paulo will attempt to flee. Destroy all modes of transport off of the island before beginning your assault on the drug lord's villa complex. Do not let Paulo escape by any means necessary.

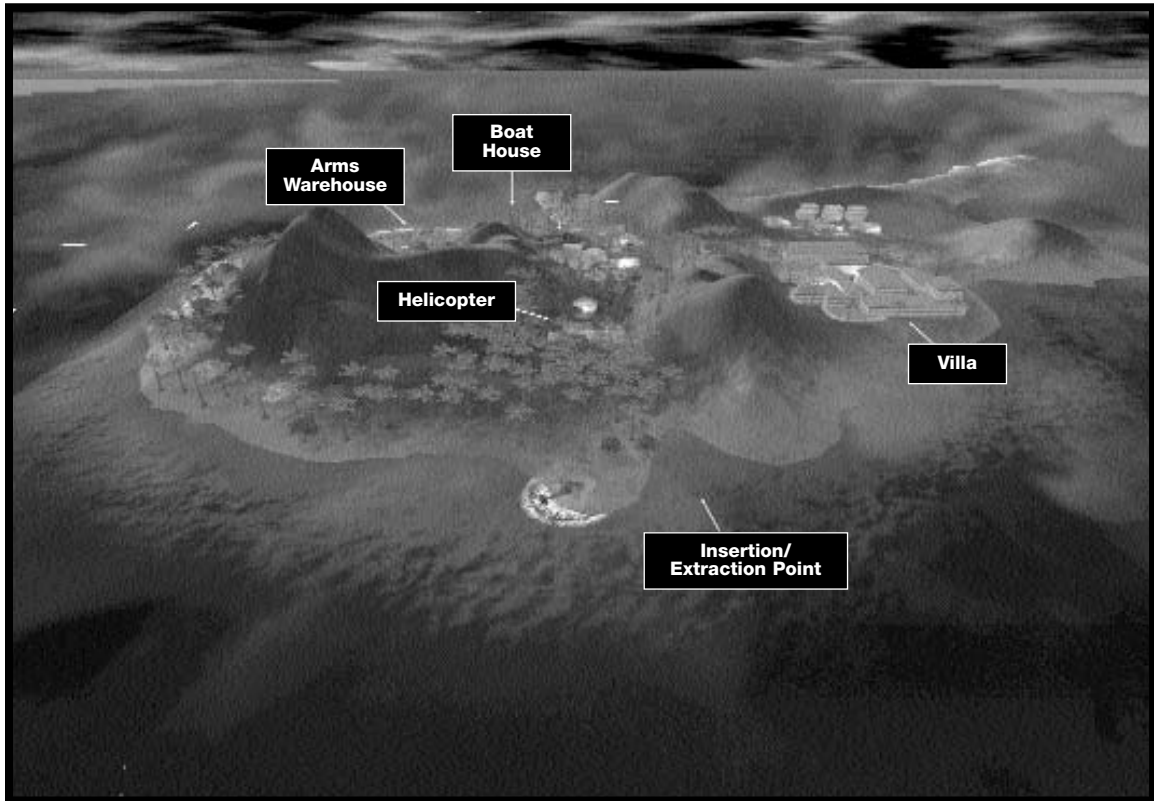
### 4. Service and Support

- **Basic Load:** M60E3, M9 Beretta, Satchel Charge

## Chapter 7: Island Villa Assault

### SUMMARY OF MISSION

U.S. military operations are climaxing and we are ready to take down the drug lord himself. Delta will perform a pre-dawn low-and-slow deployment into the waters around the drug lord's island compound/villa using a MH-53 PaveLOW. This will help to maintain stealth as long as possible. Once on the island, Delta will set charges on the drug lord's boats and (civilian) AH-6 Littlebird choppers, while stealthily eliminating any enemy forces. An emergency assault is authorized if enemy forces raise an alarm. Once you're in position, the charges will be detonated and the assault on the drug lord's villa will begin. Delta will dispatch the drug lord on location.



### Suggested Loadout

Primary Weapon: M60E3  
Secondary Weapon: M9 Beretta  
Accessory: Satchel Charge



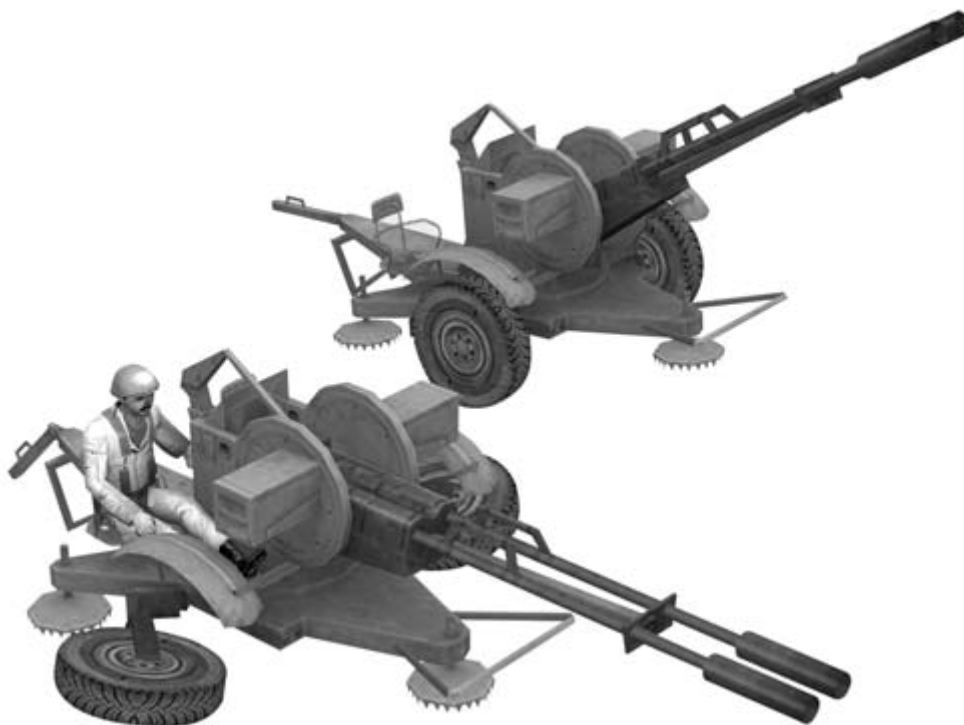
## TACTICS

**INITIAL OBJECTIVE:** Drop off at insertion point near island.



*Pavelows transport two Delta teams to Paulo's island.*

Intel finally has zeroed in on Paulo's location. You begin the mission in the back of a Pavelow, behind the controls of its minigun. You'll encounter no resistance on the way to the insertion point so you can back off from the minigun and get ready to hop out. While you're standing around, activate your night vision—you'll need it once you hop out of the chopper. Once the Pavelow reaches the drop-off point, it hovers over the sea and drops its rear ramp.



## Chapter 7: Island Villa Assault

**NEW OBJECTIVE:** Proceed to helicopter landing zone and eliminate drug lord's chopper.



*Use the trees for cover while advancing toward Paulo's helipad.*

while pushing forward. When you're close enough, take cover behind a tree and toss a grenade at the machine gun position—this should take out the gunner.



*Peek around this tree and toss a grenade at the machine gun position.*

Pull away from the minigun and hop out of the back of the Pavelow, splashing down into the ocean. Swim to the surface and turn toward the shore and waypoint Alpha. When you reach the beach, open fire on any guerillas in the immediate area—it looks like the stealthy approach is off. Before entering the jungle, turn southwest and look for another patrol boat off the coast. Take a knee and blast it with your M60 until it explodes. Now activate your night vision and enter the jungle. You begin taking heavy machine gun fire from the north. Stay low and use the trees for cover

When the gunner is down, rush toward the sandbagged position and stay along its southern side while engaging the guerillas guarding the chopper. Peek around the sandbags while facing east and mow down another machine gunner. Now turn the .50 caliber machine gun on the rest of the guerillas in the area. While you're at it, blast the chopper too. This completes one of your objectives and eliminates one method of escape for Paulo.

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*When the area is clear, turn the machine gun on Paulo's chopper.*



**NEW OBJECTIVE:** Destroy crates in arms warehouse and eliminate all forces.



*Stay behind the machine gun and take out the airborne AH-6 making strafing runs on your team.*

Stay behind the machine gun for a few more seconds and deactivate your night vision. About this time, one of Paulo's AH-6 choppers approaches from the north, strafing your team's position. Quickly down the chopper with the machine gun. If you don't hit it on the first run, continue tracking its movements and lay down a barrage of automatic fire in its flight path. Make sure the chopper is down for good before moving on. Raid the nearby outpost (to the west) and stock up on ammo at the armory. Now turn south and move toward the next waypoint to link up with the other Delta team.



## Chapter 7: Island Villa Assault



*Link up with the other Delta team before heading for the arms warehouse.*

Find the second Delta team near the beach. Together you need to sweep the island's southern coast while heading toward the arms warehouse. While moving along the coast, occasionally scan for more patrol boats. When you spot them, stop and lay down an auto burst until they explode. You encounter resistance as you approach the first building. Take out the guerillas nearby and pick up some ammo and a first aid kit on the ground on the western side.

Now move toward the next building along the coast. Take out the guerillas standing along its eastern side, then move to the western side. Peek around the structure while facing north. Open fire on the guerillas clustered around the base of the tower and beyond. Look for a storage container and pick off the enemy behind a grenade launcher there—use the binoculars to spot him. Continue firing to the north until you spot no more resistance.



*Peek around this building and mow down the guerillas to the north.*

Follow the coast north, passing another tower and the now-vacant grenade launcher. You eventually spot the outskirts of the warehouse facility to the northwest. Begin by taking out the guerillas along the coast, including one with an RPG. You also can spot the front end of a technical. Destroy it before moving up. Once these units are down, sidestep away from the hill on your right and rush toward the large tower ahead. Race to the top of the tower and aim toward the grenade launcher to the northeast. Fire a barrage until the gunner falls, then start mowing down the remaining guerillas in front of the warehouse.

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*Move up to the tower and fire down on the guerillas defending the arms warehouse.*

When the area in front of the warehouse is clear, descend the tower and approach the facility. Stay clear of the warehouse's front entrance by remaining along its western side. Grab some more ammo and a first aid kit near a truck parked by a building west of the warehouse. Now circle around the back of the warehouse. There you find a small door. Equip a flashbang and toss it inside—try to make sure it lands in the center of the building. Once the flashbang goes off, rush into the facility and mow down all the dazed guerillas including one behind a .50 caliber machine gun. When all of the enemies are down, blast all the weapons crates in the warehouse to complete your objective.



*Toss a flashbang in the back door then rush in to mow down the dazed guerillas.*



## Chapter 7: Island Villa Assault

**NEW OBJECTIVE:** Destroy drug lord's speedboat in the boathouse.



*Use another flashbang to stun the guards inside the boathouse.*



*Take out the guards then toss a satchel charge in the back of Paulo's speedboat.*

Paulo's boathouse is nearby, just northeast of the warehouse. Exit the back of the warehouse and move along the coast toward the docks ahead. There is no resistance in front of the docks, but scan to the southeast to spot a few guerillas moving toward you. Use the .50 caliber machine gun to mow them down. When the area is secure, move along the docks toward the boathouse. Pass the armory for now and approach the boathouse door.

Equip a flashbang and toss it inside. Wait for the flashbang to go off,

then rush in and gun down the three guerillas guarding the speedboat. When the

area is clear, toss a satchel charge in the back of the boat and return to the docks. When you reach the armory, set off the charge then load up on more ammo.



**NEW OBJECTIVE:** Proceed to drug lord's villa and eliminate all forces.



*Use the machine gun near the docks to take out this incoming technical.*

Move along the docks back to the .50 caliber machine gun. Take control of the gun and fire on the incoming technical that's counterattacking from the south. Stay behind the gun and take out any other guerillas you can see in the distance. Then dismount the gun and move south toward the villa.

Watch for enemies ahead, including a machine gun position along the western side. Stop if necessary and return fire while using the buildings for cover. Instead of moving along the main road, circle

around the northern side of the buildings and surprise a group of guerillas waiting to ambush you. Turn to the east and fire on a technical parked near the villa compound. Before proceeding toward the villa, grab some ammo and a first aid kit along the southern side of the nearby building.



*Look for this technical near the villa and pump it full of lead before moving any closer.*

Your waypoints divert you from the villa's main entrance, and over a hill toward the compound's western side. While on the hill, fire down on enemies within the villa's walls. Proceed down the hill and toward the well-lighted entrance—but don't move in front of this walkway. Instead, stay left and toss a grenade on the southern wall above the weapons crates. The grenade should bounce off the wall and explode next to a machine gunner guarding this entrance.

## Chapter 7: Island Villa Assault

With your M60 at the ready, rush in to clear the entryway and scan the area for any survivors. At the intersection ahead, peek north and take out a guerilla before entering the narrow path and heading south. Blast another guerilla in the courtyard ahead.



*Throw a grenade into the entryway to take out a guerilla behind a machine gun.*

At the end of the narrow corridor, turn left (east) and engage a few more guerillas clustered around some weapons crates. Paulo is in the rectangular building to the northeast, but you need to take out the heavy defenses around this structure first. Begin by approaching the path to the north. Take cover behind the crate and open fire on the guerillas ahead, including a machine gunner at the far northern end. Eliminate them all before the crate in front of you is destroyed.



*Use this crate for cover while engaging the machine gunner to the north.*

Return to the path to the south and follow it east—find some ammo and a first aid kit along the southern wall. At the next corner, equip a grenade and toss it at the eastern wall ahead so it bounces in the adjacent pathway. This should take out most of the guerillas, but it may not eliminate the machine gunner to the far north.

Move into the walkway, immediately taking cover behind the large crates. Fire over the top of the crates until all the enemies to the north (including the machine gunner) are down. Now move north and blast any

guerillas that come into view. Before reaching the intersection, move along the left side and peek around the corner to the west and pick off any stragglers. Now you can go after Paulo.

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*Peek around the corner and toss a flashbang into this building before clearing it.*



*Take down the room while the two guards are still stunned.*

Without moving too far from the corner, sidestep north until you see an opening in the central building. Equip a flashbang and toss it inside. Look away and equip your M60 as the flashbang goes off, then rush in and mow down the two dazed guards inside. Paulo has barricaded himself in a room to the south. Before blowing down the door, take out the remaining guerillas along the compound's western side.



## Chapter 7: Island Villa Assault

**NEW OBJECTIVE:** Blow open doors with a satchel charge.



*Back away from the door before detonating the charge.*



*Bank a grenade off this armoire to take out Paulo and his henchmen.*

When the compound is clear, return to the central building. Equip a satchel charge and place it in front of the locked double doors. Back away from the doors and make sure your team is clear before detonating the charge. Inside the room to the south, Paulo is behind the controls of a .50 caliber machine gun. Instead of risking it, toss a grenade into the room to wipe out Paulo and his guards. For best results, stand along the left side of the doorway and bank it off the armoire on the western wall. If one grenade doesn't do it, keep tossing them until the drug lord is dead. Mission accomplished—now it's time to get out of here!



**NEW OBJECTIVE:** Return to entry landing point for extraction ASAP.

Although Paulo is dead, the guerillas aren't willing to give up. Immediately stock up on ammo at the armory on the room's eastern side and watch for enemies outside. Exit the same way you entered, peeking around the corner to the south to spot a few guerillas lying in wait. Gun them down and rush south, before turning west and heading toward the villa's exit. Follow the cramped corridor to the north, but stop short of entering the main passage leading out of the compound. Instead, approach the corner and peek to the west.



*Peek around this corner and open fire on the waves of guerillas assaulting the villa.*

Paulo's guerillas are staging a massive counterattack on the villa. While peeking around the corner, drop to a crouch and fire on the incoming waves with your M60. It may be tempting to get behind the .50 caliber machine gun, but it provides no cover and you'll be cut down in no time if you try it. Stay put and fire on the masses while peeking around the corner—pay close attention to guerillas carrying RPGs.

Look for two technicals parked along the right side—blast them before they can open fire. Consider blasting the weapons crates straight ahead to increase your visibility. When you're out of ammo, move back behind the corner and reload, then get back to mowing down guerillas. Scan the crest of the hilltop ahead and try to gun down the enemies before they can advance within effective firing range.





## Chapter 7: Island Villa Assault



*Watch out for more guerillas on your way to the extraction point.*



*Return to the beach for extraction.*

When the guerilla assault dies down, cautiously move west while scanning the hill ahead for more guerillas. Upon exiting the compound, immediately turn south and look for more enemies hiding around the corner. When the area outside the villa is clear, follow your waypoints back to the landing point, heading west over the hill. Watch for more enemies along the way, particularly around the helipad. From Paulo's helipad, move south through the jungle until you emerge at the beach where you began the mission. A Pavelow and a couple of RHIBs are waiting to extract you. Link up with the other Delta team at the beach to complete the mission.



# KHARQ ISLAND INFILTRATION

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## BRIEFING

OPORD: 1-05 SAS22D

Date Time: 210600 February 05

Location: Kharq Island, Iran

### 1. Situation

A faction of Iran's old guard, led by General Haatim Jaareah Bin Shamim Kalb, has broken away from the more progressive Iranian administration. NATO and the U.N. have approved military intervention. NATO troops have secured Tehran, but fundamentalist rebels seized Kharq Island. A multinational force has been assembled to retake this critical oil facility.

- **Weather:** Dawn, clear, cold.
- **Terrain:** Shoreline sandy dunes, light vegetation.
- **Enemy:** Approximately 150 Iranian regulars and elite troops equipped with AK47s. Emplaced .50 caliber machine guns. VBLs and technicals w/ .50 caliber machine guns. Shore patrol boats w/ .50 caliber machine guns. Three towable Soviet ZU-23 AA guns.
- **Friendly:** None.

### 2. Mission

- **Who:** SAS 22nd D Squadron, Delta Team 5, Two Ranger chalks, 160th SOAR
- **What:** Infil by Pavelow. Board RHIB and eliminate shore patrol boats. RV with Delta and eliminate airfield defenses. Provide support for Ranger chalks.
- **When:** NLT 0700 hours

### 3. Execution

- **Command's Intent:** Secure oil facility in preparation for further operations on the island.
- **Concept of Operation:** The U.S. has agreed to provide transport to the island. Eliminate all patrol boats to avoid raising an alarm. Once ashore, render assistance to U.S. Special Forces already in place on the island and attempt to disable any air defenses preventing a Ranger helicopter assault.

# Chapter 8: Kharq Island Infiltration

## 4. Service and Support

- Basic Load: CAR-15/203, Colt .45, Satchel charge

## SUMMARY OF MISSION

In a multinational airfield interdiction, your SAS squad will make a water insertion via Pavelow helicopter into a waiting Rigid Hull Inflatable Boat (RHIB). Once aboard, destroy enemy patrol craft and rendezvous with Delta on the beach. After linking up, Delta will disable airfield power while SAS destroys any anti-aircraft defenses. Both teams will then provide fire support for a Ranger assault.



## Suggested Loadout

Primary Weapon: CAR-15/203  
Secondary Weapon: M9 Beretta  
Accessory: Satchel Charge



## TACTICS



*The PaveLOW is responsible for getting you to the rendezvous point with the American RHIB.*

Your SAS squad begins the mission packed in the back of a PaveLOW as it skims the surface of the sea off the coast of Kharq Island. Listen to your briefing as the chopper heads to the rendezvous point with the RHIB. Eventually you'll see the RHIB floating along the port side of the PaveLOW. Wait for the rear doors of the chopper to swing open, then drop into the sea. The drop from the PaveLOW puts you under water, so begin by swimming to surface. Once you get your bearings, turn to find the RHIB and swim toward it. Take the forward position in the boat and take control of the .50 caliber machine gun as the rest of your squad climbs into the boat.



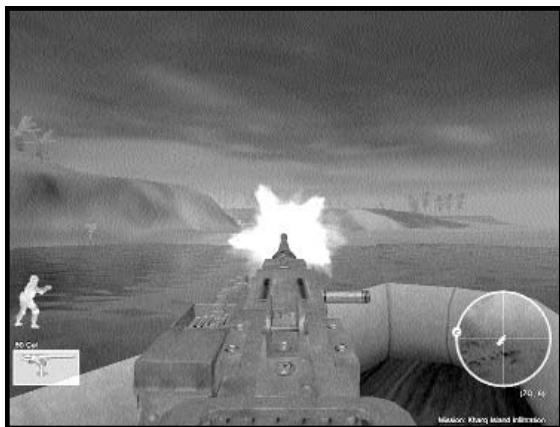
*Swim toward the RHIB and take control of its forward mounted machine gun.*



*Blast the patrol boats en route to the beach landing point.*

When everyone is safely aboard, the RHIB starts racing toward the shore. Along the way you encounter several enemy patrol boats. Swing the .50 in their direction and open fire on each boat until it explodes. Continue scanning the horizon for more boats. When you spot one, fire in short bursts and track it as you speed by.

## Chapter 8: Kharq Island Infiltration



*Use the RHIB's machine gun to mow down the enemy troops on the beach before swimming to shore.*

Try to destroy each boat while it's in front of you, otherwise you may have a hard time targeting it when it's behind you. You eventually reach the shore, but Iranian troops on the beach greet you. As your squad jumps overboard and starts swimming to shore, open fire on the troops on the beach until they're all down. When it's safe, pull away from the .50 and drop over the edge of the RHIB. Swim to the surface then head to the beach and regroup with your squad.

**INITIAL OBJECTIVE:** Eliminate all patrols and link up with American forces.

Once you reach the shore, you're assigned your first objective. The island is crawling with patrols. You need to take these out before taking down the airfield. Begin by moving through the shallow valley toward waypoint Bravo. Just ahead you see the first patrol. Take a knee and use the binoculars to get a closer view—try to determine whether they're moving away from you. If you can get a clear shot, begin picking off the soldiers one-by-one. It takes a few seconds before the other troops catch on, but by then you should be able to take them all out. Continue creeping forward and engage more troops as they come into view.



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*Equip the binoculars to spy on the patrols ahead.*



*Take out the technical racing in from the north.*

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**TIP** *Stick to the waypoints on your GPS map to avoid wandering into a minefield.*

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Waypoint Bravo leads to a partially destroyed structure. Parked next to this structure is a technical. The technical is unmanned, so don't take it out in the ensuing firefight—you'll need the vehicle's machine gun shortly. While assaulting units around waypoint Bravo, a technical approaches from the north. Open fire on the vehicle before it gets within striking range. By now your presence on the island is well known by all surrounding enemy units. Move toward waypoint Bravo while engaging enemy units. Along the way, stop near a cluster of large rocks and crouch in the center. These rocks provide adequate cover, giving you a chance to stop and engage units approaching from all directions.

## Chapter 8: Kharq Island Infiltration



*Use these rocks for cover while engaging enemies in all directions.*

When the action dies down, continue to the structure at waypoint Bravo. Scan the rooftop and pick off any troops firing down on you. Now rush over to the unmanned technical parked next to the campfire. Take control of the .50 caliber machine gun and swing it east. About this time, three VBLs rush toward your position. Blast them before they get too close. Stay behind the machine gun and engage any remaining patrols—chances are they're rushing toward your position. When all surrounding enemies are down, hop off the technical and move inside the structure at waypoint

Bravo. Inside you'll find a first aid kit and a box of ammo.



*Use the technical's machine gun to take out the incoming VBLs and enemy troops.*

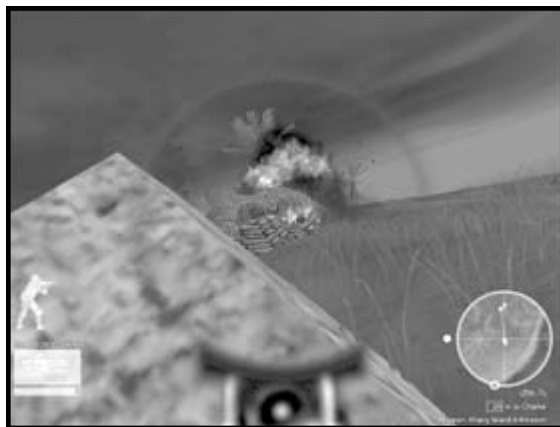
With waypoint Bravo secure, turn toward waypoint Charlie. The journey to the next waypoint should be uneventful, assuming you took out most of the patrols with the technical's machine gun. However, keep an eye open for a group of rocks at the top of a hill—there's a fortified position on the other side. Move to the rocks and peek around them to spot a low wall of sandbags. Immediately target the nearby explosive barrels to take out any nearby troops. Duck behind the rocks and toss a grenade toward the sandbags to take out any other

troops. Cautiously move toward the sandbags and mow down any survivors. Once you're behind the sandbags, turn north and engage another patrol of troops moving toward your position. Hold this defensive position until all nearby resistance is down. Find a first aid kit and a box of ammo behind the sandbags.



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*Peek around this rock and aim for the explosive barrels clustered around waypoint Charlie.*



*Meet up with the Delta team before hitting the airfield.*

As the fighting settles down, you still hear distant gunfire—this is the American Delta team. Quickly proceed toward waypoint Delta to assist them. Along the way, spot a group of enemy troops (with their backs turned) firing down on your allies. Take them out in quick order. The Delta team may be under assault by a VBL. Give your allies a hand by eliminating all enemies around waypoint Delta. When the area is clear, link up with the Americans. Now turn your attention to the airfield. Before the Rangers can set down, you must eliminate the three ZU-23 anti-aircraft guns positioned around the runway. Meanwhile, the Americans run interference, shutting down the power and drawing enemy fire.



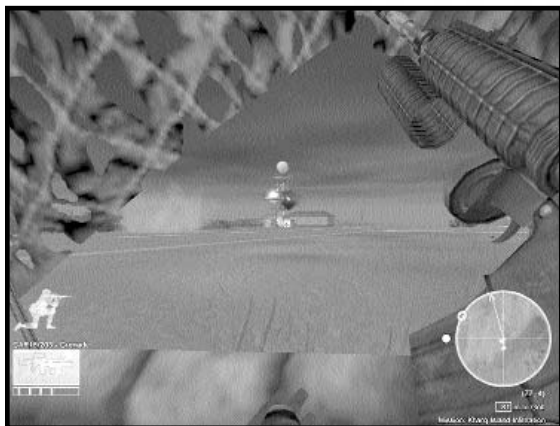
## Chapter 8: Kharq Island Infiltration

### NEW OBJECTIVE: Destroy AAA.



*Target the explosive barrels around the gun at waypoint Foxtrot to take out the surrounding guards.*

then crouch while facing east. A large group of enemy troops is in front of the large hangar ahead. Pick off a few, then toss a smoke grenade in their direction. With smoke grenades still selected, turn toward waypoint Golf and toss two more toward the next AA gun position. The smoke provides some concealment as your team makes it



*Use smoke grenades before crossing the runway. Then take out the soldiers in the tower with a well-placed round from your M203.*

Waypoint Foxtrot is the location of the first ZU-23. Immediately head toward the waypoint, but drop to a crouch as you near the high grass surrounding the fortified position. Look for muzzle flashes as you move through the grass. Fortunately the gun is surrounded by several explosive barrels. Hit a few of these barrels with gunfire (or toss a grenade) to take out most of the troops defending the gun—including the soldier manning it. Cautiously move around the low sandbag wall surrounding the gun and make sure the soldier in the ZU-23 is down. Quickly toss a satchel charge at the base of the gun,

then crouch while facing east. A large group of enemy troops is in front of the large hangar ahead. Pick off a few, then toss a smoke grenade in their direction. With smoke grenades still selected, turn toward waypoint Golf and toss two more toward the next AA gun position. The smoke provides some concealment as your team makes it across the runway to the next gun. Before leaving the enclosure around the first gun, turn toward the large tower on the northern side of the runway and fire a grenade at it with the M203. This should take out the troops up top.

Once both smoke screens are in place, rush north across the runway toward the high grass. While crossing the runway, keep your sights on waypoint Golf, and open fire on the fortified position.

Explosive barrels surround this gun also, making your task much easier. Continue across the runway and into the high grass. Now turn east and attack the position from the side. Pick off each barrel to take out the soldiers surrounding the gun before moving any closer. When the position is clear, circle around to the entrance and toss your second satchel charge next to the second AA gun. Then pick up the first aid kit and ammo box nearby—this replenishes your stock of satchel charges, giving you plenty to complete the mission. Now turn your attention to the runway and engage any nearby troops. A couple of technicals approach from the east—help Delta team take them out.



*After planting explosives on the second gun, take out the technicals racing down the runway from the east.*

When it's clear, exit the sandbag enclosure around the second AA gun and head east. Circle around the northern side of the structures lining the runway to avoid taking fire from enemy troops near the hangars. On your way to the next AA gun (at way-point Hotel) use your detonator to set off the charges placed around the first two guns—one more to go. As you move along the side of the white L-shaped building, peek around its eastern corner to spot the last AA gun position. While peeking around the corner, target the explosive barrels next to the gun. Taking out each barrel should eliminate all troops near the gun.

Cautiously approach the sandbag enclosure and blast any survivors. Make sure the soldier in the ZU-23 is dead, then toss a satchel charge next to the gun.



## Chapter 8: Kharq Island Infiltration



*Peek around this corner and take out the soldiers guarding the last AA gun.*



*Before setting off the last charge, move to the top of this tower next to the runway.*

Instead of setting off the charge immediately, take some time to set up proper defenses before the Rangers drop in. Move west and order your team to hold next to the white L-shaped building. Meanwhile, continue moving west solo to the large tower next to the runway. Climb to the top and replenish your ammo at the armory. This position gives you a good view of the entire airfield, making it easier to defend the incoming Rangers. When you're ready, click off the last satchel charge to destroy the last AA gun.



**NEW OBJECTIVE:** Defend Ranger chalk insertion.



*Use the M203 to take out the VBLs approaching from the west.*



*Stay in the tower and pick off enemy troops until the mission ends.*

Destroying the third AA gun triggers the Ranger assault as well as a counterattack by the enemy. Switch to your M203 launcher and watch for a large group of enemy troops approaching from the runway's far eastern end. One well-placed grenade should take out most of them. Now turn west and look for two VBLs racing toward the runway. Aim just ahead of the speeding vehicles to take them out. Be sure to engage them early—don't use grenades around the Rangers fast-roping down from their Black Hawks. When both VBLs are toast, use your rifle to pick off any remaining troops assaulting the airfield. Hold in the tower until your CO congratulates you on successfully taking down the airfield.



## Chapter 9: Kharq Island Oil Terminal

# KHARQ ISLAND OIL TERMINAL

## BRIEFING

Opord: 2-05 Team Sabre

Date Time: 220900 February 05

Location: Kharq Island, Iran

### 1. Situation

After you gain a foothold on the north end of Kharq Island, operations continue to the south. Rebel forces still hold the oil terminal on the south end of Kharq Island and plan to destroy the tanker jetty facilities. Loyal rebel troops have a military stronghold nearby and are mobilizing a force of Véhicule Blindé Léger (VBL) armored vehicles to strengthen their position.

- **Weather:** Bright, hazy, hot.
- **Terrain:** Shoreline sandy dunes, light vegetation.
- **Enemy:** 130–170 armed Iranian civilians, Iranian regulars, and elite troops equipped with AK47s and RPGs. VBLs and technicals w/ .50 caliber machine guns. Shore patrol boats w/ .50 caliber machine guns.
- **Friendly:** Civilian noncombatants and potential hostages.

### 2. Mission

- **Who:** Delta Team 5, Ranger 4-2 (transport), 160th SOAR
- **What:** Infil by Humvee convoy. Commandeer transport to tanker jetties. Secure oil terminal and assault rebel stronghold. Exfil by Humvee convoy.
- **When:** Immediately after field briefing.

### 3. Execution

- **Command's Intent:** Secure tanker jetties and eliminate remaining resistance on the island.
- **Concept of Operation:** Provide fire for a Humvee convoy heading through the harbor town. At the docks, commandeer a patrol boat and infiltrate the jetty facilities. The defenders will not be expecting an assault from the shore but they will quickly mobilize a small convoy of VBL light armored vehicles to retake the facility. Eliminate all resistance and hold the facility at all costs.



## **4. Service and Support**

- Basic Load: G36E, Colt .45, AT-4

## **SUMMARY OF MISSION**

Rebel forces still hold the oil terminal on the south end of Kharq Island and plan to destroy the tanker jetty facilities. Delta will traverse through a hostile town via Humvee convoy. Your objective is to capture a patrol craft and infiltrate the tank facility before they can call in Véhicule Blindé Léger (VBL) armored vehicles to fortify their position. Be aware that there are civilian noncombatants in the area.



## **Suggested Loadout**

Primary Weapon: G36E

Secondary Weapon: M9 Beretta

Accessory: AT-4

## Chapter 9: Kharq Island Oil Terminal

### TACTICS



*The mission begins at the recently secured Kharq Island airfield.*

**INITIAL OBJECTIVES:**  
Secure town docks and  
commandeer an Iranian  
patrol boat.

**Take control of the  
tanker facility.**

Now that the Kharq Island airfield is secure, you can focus on locking down the island's other assets—namely the tanker facility on the south side. You begin the mission at the airfield in one of the hangars. Listen to your CO's instruction, then proceed to the middle Humvee waiting for you outside the hangar. Your teammates are already mounted in the lead and rear Humvee. As soon as you take a position in the Humvee's turret, the convoy moves out, snaking its way around the airfield's structures and out into the hostile village.



*The two trucks initiate a roadblock. Blast them before the enemy troops can hop out.*

The direct route to the docks is along a narrow road that runs through the seaside village. As the convoy follows the road east, two trucks stop in the intersection ahead, blocking your path. Open fire on the two trucks as Iranian troops pour out of the back. The resulting explosions should take out all the enemy troops, but your path is still blocked—you'll need to move to the docks on foot. As your two team members hop out of their respective Humvees, stay put for a few seconds and aim your rifle at the rear of the convoy.



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Wait for a single enemy armed with an RPG to wander into the street. Gun him down before he gets a shot off. Now hop out of the Humvee and rejoin your squad.



*Watch for this guy with an RPG trying to sneak up behind the convoy. Take him out and rejoin your team.*



*Stick to the sides of the road for cover and switch your rifle to semiautomatic to limit collateral damage.*

Move east around the destroyed truck while scanning the road ahead for enemies. The village is full of hostiles as well as unarmed civilians. Watch your fire to avoid hitting noncombatants and go easy on the automatic fire. Instead of rushing east toward the docks at waypoint Charlie, take your time and scan both sides of the road. When enemies wander out into the street, try to find cover before engaging them. If needed, backtrack to reach cover. But whatever you do, don't stand in the middle of the road and exchange fire.

As you get closer to the docks, you see several Iranian troops standing near a patrol boat. Bring up your scope view and start picking off the troops. Target explosive barrels lined along the docks to make your job easier. There are no civilians on the dock, so don't worry about collateral damage. Continue scanning the alleys along the road as you inch toward the docks. More troops are near some crates along the north side of the docks. Pick them off before moving any closer. When it looks clear, move onto the dock while aiming north. Creep toward the crates and clear any troops lying in wait. When the docks are clear, jump in the patrol boat.

## Chapter 9: Kharq Island Oil Terminal



*Clear the docks of enemy troops before advancing too close. Use the explosive barrels to your advantage.*

Your team's overwhelming firepower is enough to convince the boat's pilot to take you to the tanker facility. Take control of the forward mounted .50 caliber machine gun as the boat pulls away from the dock. Although you're in an Iranian patrol boat, don't expect to cruise into the tanker facility without incident.

As the boat speeds south, notice a distant patrol boat along the starboard side. Blast it before you take too much fire. While still aiming to the right side, engage the next patrol boat speeding at you. Then swing the gun to the left and open fire on the two

boats that pull up along your port side. Turn the gun back to the right and take out another patrol boat floating near the tanker facility.

Now turn your attention toward the large tanker ahead. Enemy troops line the deck. Open fire on them as your patrol boat cruises along its port side. When you're at the ship's mid-point, turn your gun to the left and engage another patrol boat making a strafing run.



*Blast the incoming patrol boats with the machine gun as you proceed to the tank facility.*



*Don't ignore the enemy troops lining the port side of this tanker.*



*The tanker facility.*

Once the patrol boat turns north, you can see the tanker facility ahead. Stay behind the .50 caliber machine gun and use your binoculars to scan the docks ahead for targets. As the patrol boat creeps toward the dock, engage enemies at a distance using the machine gun to fire and the binoculars to verify your hits. Even as the boat docks, stay behind the machine gun and continue scanning the area for targets. Look east to spot a couple of RPG soldiers standing on two large fuel tanks. There are also some troops on the superstructure of a distant tanker to the north. Continue using the binoculars to spot enemy units until you've taken out all you can see from this position.

## Chapter 9: Kharq Island Oil Terminal



*Stay in the patrol boats and use the machine gun to take out the surrounding enemy troops.*



*Use the binoculars to scan the tanker facility for troops, including these two soldiers armed with RPGs.*

Hop out of the boat and move east along the dock. Take out any troops to the north-east as you set foot onto the facility. But instead of moving in that direction, move toward the building ahead and peek around its southern side so you're aiming east. Take out a trio of enemy troops clustered near the large fuel tanks. When the area around the fuel tanks is clear, move along the side of the building and peek around the next corner, aiming north. Pick off any troops you can see from this position, but watch your fire—civilian workers (dressed in blue jumpsuits) are in the area. While peeking around the corner, scan the rooftop of the structure to the northeast. If needed, use the binoculars to spot the positions of the troops overlooking the tanker facility.

### NOTE

**OPTIONAL OBJECTIVE:** Find and protect any survivors of the downed Black Hawk.

*If you fail to take out the various RPG soldiers on the fuel tanks to the east and on the ships to the west, one of the Black Hawk gunships that flies in to assist your assault may be shot down. If this happens, you must put your other objectives on the side burner and get to the crash site ASAP. The downed chopper and its injured crew is located at map grid (E, -16) to the east of the tanker facility. Before reaching the crash site, you'll need to deal with the incoming convoy of enemy vehicles approaching from the north. After you take care of them, move up the earthen slope to the east.*

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*Get to the crash site quickly and clear out the enemy troops (including a VBL) before the medevac chopper arrives.*

*You'll eventually spot the downed Black Hawk surrounded by enemy troops. Clear out the area and watch for an incoming VBL approaching from the east. Take out the VBL and mop up any remaining enemies. Move towards the chopper as the medevac Black Hawk lands to rescue the injured crew. If needed, you can grab an ammo box next to the downed chopper. Provide security until the medevac chopper lifts off then go back to your mission objectives. Remember, this whole incident can be totally avoided if you take out the RPG soldiers as soon as you arrive at the docks.*



*Peek around corners and engage the enemy troops. Don't hit the guys in the blue jumpsuits—they're civilians.*



*Crouch next to the armory and aim at the incoming horde of enemy vehicles with your AT-4.*

When the area to the north is clear, move forward to the corner of the next building. Here you find a first aid kit and an armory. Grab the first aid kit and take a knee next to the armory while aiming north. Equip the AT-4 and aim toward the dirt slope ahead. A large convoy of VBLs and troop trucks rumble down this road. Focus on the lead VBL and try to hit it while it's still racing down the slope. The explosion takes out at least a couple of vehicles, creating a roadblock. This buys you some time to access the armory and grab another AT-4.

## Chapter 9: Kharq Island Oil Terminal

Equip the next AT-4 and pick out the closest vehicle as your next target. Continue using AT-4s on the incoming VBLs and trucks until they're all destroyed. If needed, switch to your G36 and mow down any troops that managed to hop off the trucks. You receive a new objective once all vehicles are either destroyed or inoperable.

---

**TIP** *The VBLs do not have to be destroyed. Simply shoot the turret gunner to render them inoperable.*

---



*Scour the rest of the tanker facility for more enemies before heading out to waypoint Foxtrot.*



**NEW OBJECTIVE: Eliminate all remaining rebel resistance.**



*When the tanker facility is clear, return to the armory and grab the M-24 sniper rifle.*

With the convoy still smoldering, cautiously approach the wreckage and clear out any other enemies in the area. Proceed through waypoint Echo and move toward the dirt slope at the far northern end of the facility. Look for enemies hiding between the buildings to the west and mow them down. When the area is clear, return to the armory and exchange your G36 for an M-24. The nearby military stronghold is heavily defended. Your best chance is to whittle through their defenses by taking out one soldier at a time.



*This hill is the perfect sniping position.*

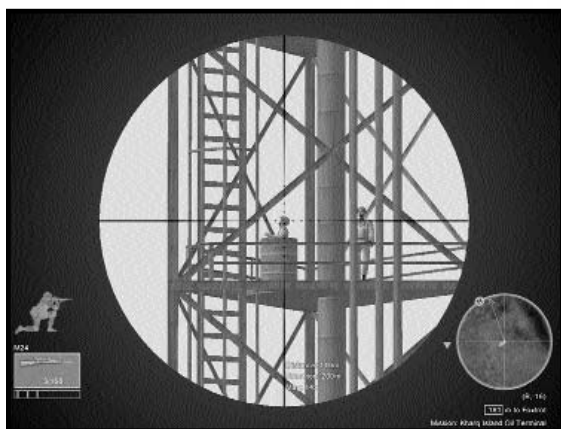


*Pick off the machine gunners first.*

Follow waypoint Foxtrot out of the tanker facility. When you reach the dirt road leading up a slope, stop and scan the hill ahead. Bring up the M-24's scope, get a clear view of the soldier standing behind some sandbags, and take him out with one clean shot. Instead of continuing along the waypoint, turn east and move up the steep hill. This hill gives you a good view of the enemy positions to the north, including the enemy troops guarding the military stronghold.

## Chapter 9: Kharq Island Oil Terminal

When you find a good high spot on the hill, drop to a knee and start picking off the closest enemies first. Start with the guard outpost ahead and take out the machine gunner at the top. Then find another machine gunner among the wrecked vehicles below. Next, concentrate on the various soldiers patrolling the area. When the ground in front of the stronghold is clear, set your sights on the large tower to the northeast—there are three soldiers here on two separate tiers.



*Take out the three soldiers on this tower.*



*Snipe this RPG soldier standing on top of the fuel tank inside the military stronghold.*

Now aim at the soldiers guarding the military stronghold. Start with the RPG soldier on top of the large, westernmost fuel tank. When he's down, aim into the large warehouse and pick off each soldier inside. Hit the soldiers standing on the catwalks at the structure's back and sides. Before moving out, scan the grounds one more time and make sure all enemy troops are down. When it's clear, stand up and cautiously proceed toward the military stronghold. At the bottom of the hill is a small defensive position occupied by two soldiers—pick them off before they spot you. Continue moving toward waypoint Foxtrot, pausing every few steps to scan new areas of the stronghold as they are revealed. As you enter the military stronghold's main gate, you're tasked with a new objective.



**NEW OBJECTIVE:** Demolish any remaining VBLs.



*Use this VBL's machine gun to take out the other two.*



*Destroy the last VBL with your AT-4 to complete the mission.*

Begin by moving toward the nearest VBL parked outside the warehouse. Take control of its .50 caliber machine gun and blast the two VBLs parked inside the warehouse. Now step back toward the stronghold's entrance, equip your AT-4, and use it to take out the last VBL. Once all three VBLs are destroyed, the threat to the tanker facility is eliminated and the mission ends.

## TIP

*If you don't have an AT-4, use grenades to take out the final VBL.*



## Chapter 10: Doroud Oil Drilling Platform

# DOROUD OIL DRILLING PLATFORM

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## BRIEFING

OPORD: 3-05 Team Sabre

DATE TIME: 080300 March 05

LOCATION: Kharq Island, Iran

### 1. Situation

In an attempt to maintain control of Iran's oil supply, rebels have seized two oil drilling platforms in the Doroud field just off the coast of Kharq Island and are holding civilian workers hostage. Surveillance photos show anti-ship missile systems being quickly deployed to defend the platform against a large scale assault.

- Weather: Dark, clear, cold.
- Terrain: Offshore oil platform.
- Enemy: Unknown number of Iranian regulars and elite troops equipped with AK47s and RPGs. Four emplaced .50 caliber machine guns at platform corners and two more on the drilling tower. Shore patrol boats w/ .50 caliber machine guns. Modified Exocet anti-ship missile batteries.
- Friendly: Oil worker hostages.

### 2. Mission

- Who: Delta Teams 1 and 5, 160th SOAR
- What: Infil by RHIB. Assault oil platform to rescue hostages and eliminate missile batteries. Exfil by Black Hawk.
- When: NLT 0300 hours

### 3. Execution

- Command's Intent: Rescue oil worker hostages and retake oil platform.
- Concept of Operation: Eliminate sentries on your approach to the oil platforms and begin your assault. The rebels are dug in so expect a lot of CQB below decks. Take advantage of cover while on the top deck and secure the area before escorting hostages to the helipad. Once hostages are secured, plant charges on the missile batteries. Load hostages onto Black Hawk and then detonate the charges.

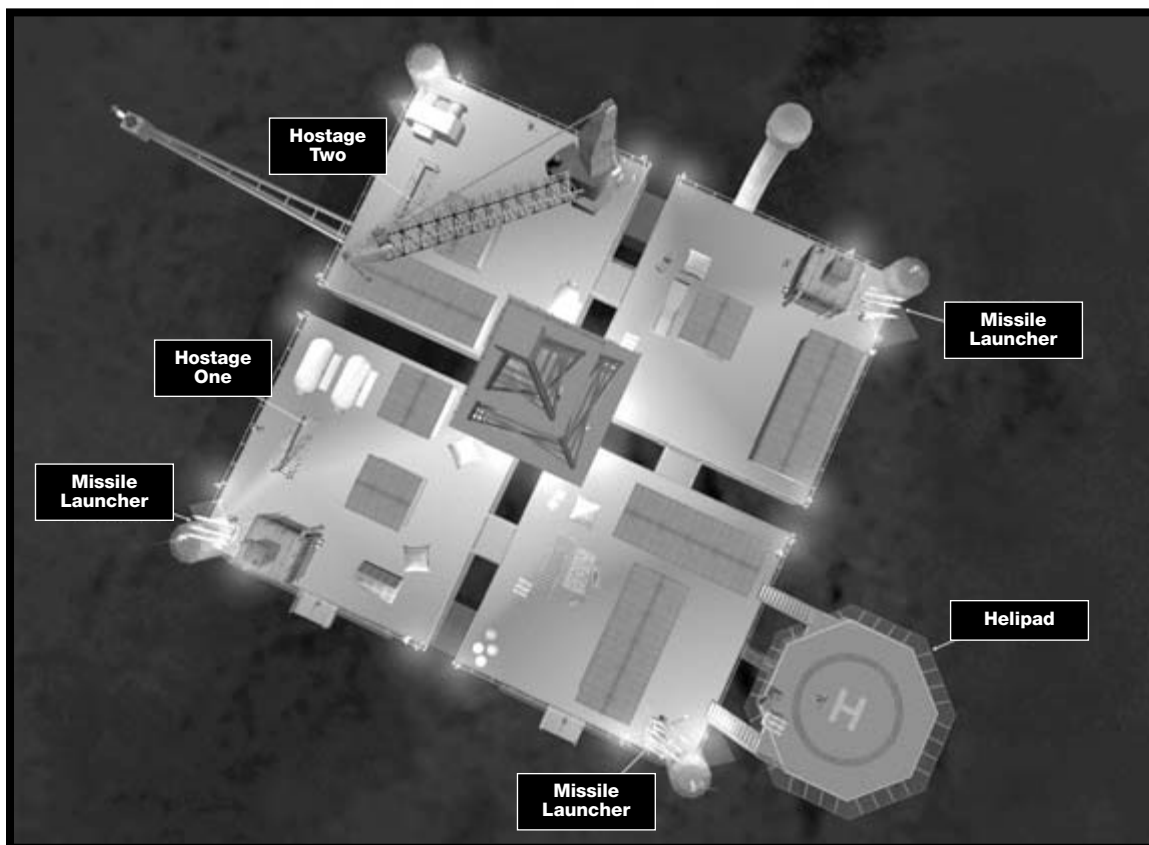


## **4. Service and Support**

- Basic Load: MP5, Remington 780 Shotgun, Satchel Charge

## **SUMMARY OF MISSION**

Rebels have seized two oil drilling platforms in the Doroud fields near Kharq Island and are holding civilian workers hostage. Surveillance photos show anti-ship missiles deployed around the platform. Delta must infiltrate by Rigid Hull Inflatable Boat (RHIB), eliminate the rebels, rescue the hostages, and disable the missiles, enabling exfil via Black Hawk.



## **Suggested Loadout**

Primary Weapon: MP5

Secondary Weapon: M9 Beretta

Accessory: Satchel Charge

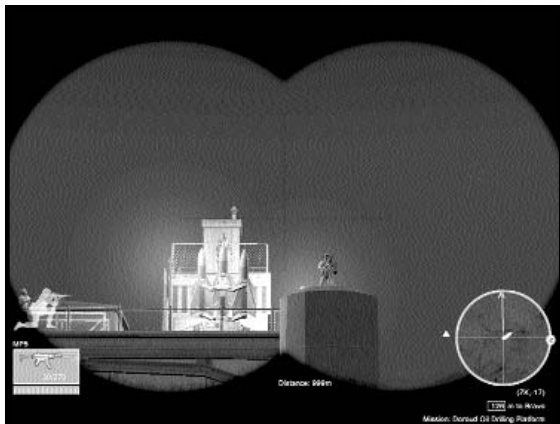
## Chapter 10: Doroud Oil Drilling Platform

### TACTICS

**INITIAL OBJECTIVE:** Get into RHIB and head to the Doroud oil platform.



*Hop in the back of the RHIB to begin the mission.*



*Use your binoculars to scan the rig for targets.*

The mission begins on a dock at Kharq Island. A RHIB awaits you at waypoint Alpha. Instead of moving behind the machine gun up front, get in the back of the boat. Once you're in, the RHIB begins speeding away from the docks and out to sea. The ride to the platform is uneventful, but keep your eyes peeled for the oil platform ahead. Although it's dark out, don't activate your night vision. The platform is well lit, making it easy to spot any rebels.

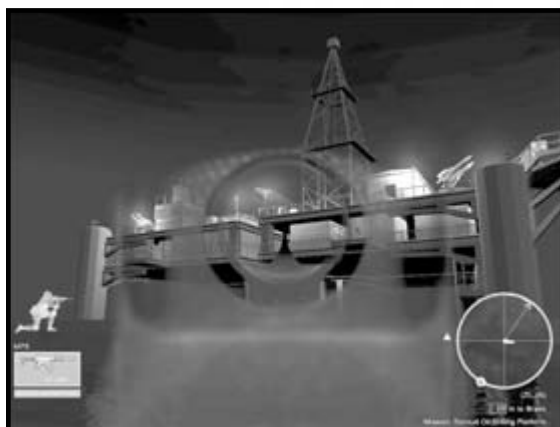
Before the assault, the RHIB pilot circles around the platform, allowing you to clear out most of the perimeter guards, including the rebels on the .50 caliber machine guns. The RHIB begins by approaching along the platform's eastern side. Bring up your MP5's sights and scan the rig's right side. Pick off any troops you see, especially the rebel manning the machine gun on the corner.

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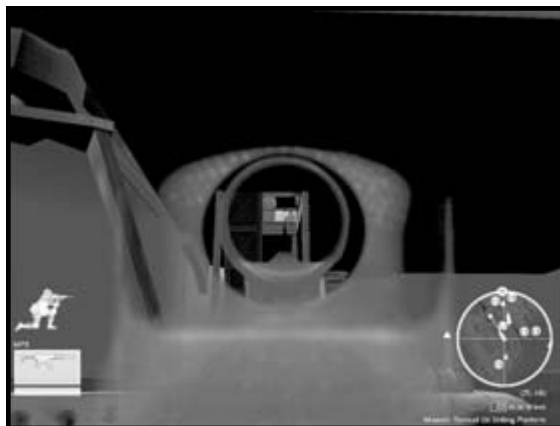
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As the RHIB cruises along the platform's northern side, take out sentries on both the upper and lower levels. Spot more sentries as the RHIB moves along the platform's western side. Try to hit the machine gunner at the base of the rig's central tower as it cruises by. Then turn to take out the next gunner on the corner.

Look for more guards along the southern side, including some that may begin running around. If they start moving, aim ahead of them and lay down a quick burst in front of them. Continue scanning the upper and lower levels for enemies—the more you take out now, the fewer you'll have to engage at close range.



*Peer through the MP5's sights and scan the upper and lower levels of the platform for enemies.*



*As the RHIB approaches the dock, pick off this guard at the top of the stairs.*

After completing one full circuit around the platform, the RHIB slowly moves beneath, heading for the small dock along the installation's western side. Keep scanning the rig above for more enemies. When the RHIB turns toward the dock, pick off a guard at the top of the stairs to the north. Wait for the boat to stop before hopping out.



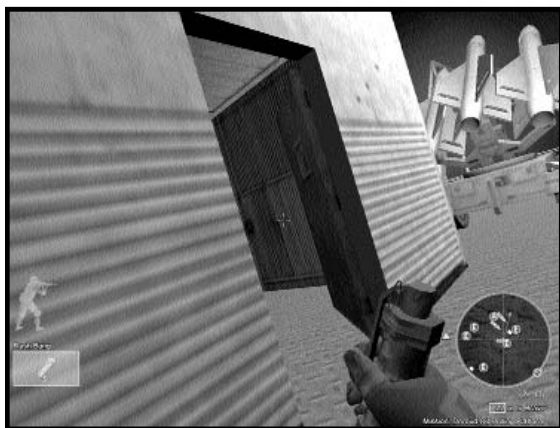
## Chapter 10: Doroud Oil Drilling Platform

**NEW OBJECTIVE:** Clear helipad of resistance.



*Back up the steps and scan this tower for two machine gunners.*

Before rescuing the hostages, you need to secure the helipad. Begin by rushing up the stairs to the rig's second level. Scan the area at the top of the stairs for any troops and help your team take them down—there shouldn't be more than one. Peek into the individual rooms to make sure no guards are hiding. When the area is secure, move to the next set of stairs leading up to the top level. Backpedal up the stairs while aiming toward the central tower. Scan this tower's lower level for two machine gunners—you may have taken out one earlier. Make sure both machine gun positions in this tower are vacant before moving on to the helipad.



*Use a flashbang to stun the rebel in this building next to the helipad.*

Now move along the northern side of the rig and approach the helipad, designated waypoint Bravo on your GPS map. Stop when you spot an open doorway on your left. Stay along the eastern side of the door and toss in a flashbang. Rush in when it explodes and gun down the dazed soldier inside. The flashbang also may have affected the RPG soldier guarding the helipad.



*Turn toward the helipad and look for a guard with an RPG. If possible, take him out before ascending the steps.*

Move outside and turn toward waypoint Bravo and look for the guard. If you see him, pick him off before moving up to the helipad. Otherwise, creep up along the northern stairs and take him out while moving up. Watch the rig's southern side for more enemies and deal with them accordingly. There may be another guard on the helipad, so proceed cautiously.

**NEW OBJECTIVE: Rescue hostage one and escort to helipad.**



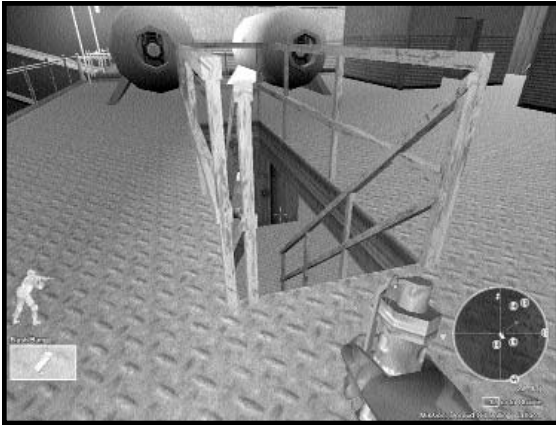
*Look for more enemies in this building east of the helipad.*

Now that the helipad is secured, you can work on rescuing the hostages. Your team members stay behind and discourage any rebels from retaking the helipad. Before heading off to waypoint Charlie, look down along the helipad's southern stairway, seeking any enemies hiding in the building at the bottom of the stairs. Make sure this building is clear before moving out.

Now move toward waypoint Charlie on the rig's opposite end. Before approaching the stairs leading down to the second level, take out all nearby enemies. There's one

enemy in each of the two small shacks along the stairway's western side. Unless you took him out earlier, there might be another soldier standing on the elevated platform nearby too.

## Chapter 10: Doroud Oil Drilling Platform



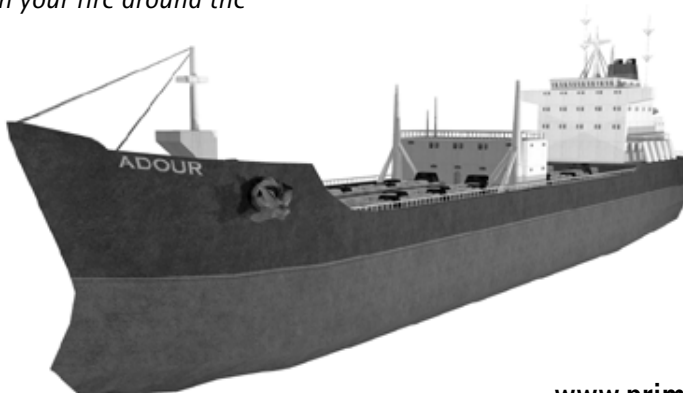
*Throw a flashbang down these steps before rushing in to rescue the first hostage.*

When the area near the stairs is clear, approach the stairs and gun down the rebel waiting at the bottom. Now equip a flashbang and toss it at the bottom of the steps. Turn away and wait for it to go off. Rush down the stairs and turn right. Gun down the two dazed troops in open. The hostage is in the small room ahead (dressed in a blue jump suit) so don't shoot him by accident. However, there are two more soldiers in the two adjacent rooms. Make sure this whole level is secure before approaching the hostage.



*Take down the guards while they're still stunned, but watch your fire around the hostage.*

When it's clear, walk over to the hostage and get him to follow you. Cautiously move to the top level and follow the GPS map coordinates back to the helipad at waypoint Delta. Stop occasionally so the bound hostage can catch up. Lead him up the southern steps of the helipad to complete one objective.

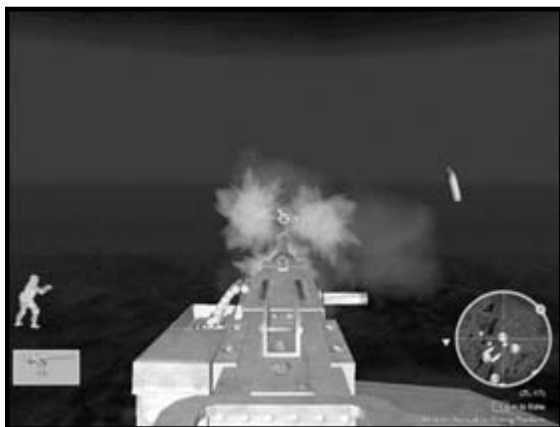




**NEW OBJECTIVE:** Stop enemy boats from approaching oil rig.



*Wait for the hostage to reach the helipad.*



*Use the nearby machine gun to blast the two enemy patrol boats.*

Once the first hostage makes it to the helipad, you receive a report of enemy patrol boats approaching. Immediately descend the helipad's northern staircase and turn left. Hop up onto the red platform holding a .50 caliber machine gun. Swing the gun west to spot two incoming patrol boats. Open fire on the boats until they explode. Good work. Now you can go for the second hostage.



## Chapter 10: Doroud Oil Drilling Platform

**NEW OBJECTIVE:** Rescue hostage two and escort to helipad.



*Peek around this corner and toss a flashbang into the room ahead to stun the guards in this lower level section.*



*The second hostage is guarded. Pick off his captor before the effects of the flashbang wear off.*

The next hostage is being held on the platform's southeastern side. Use the nearby staircase to reach the other side. Once you're below, turn south and move over a short catwalk. Turn left and peek around the corner to face south. A few more troops are positioned in these small rooms. Get a tactical edge by tossing a flashbang toward the center of the room. As soon as the flashbang goes off, sweep each room, gunning down any occupants. Watch for one soldier near the steps to the east—he might try to get a shot off. When this level is clear, move to the stairway leading up.

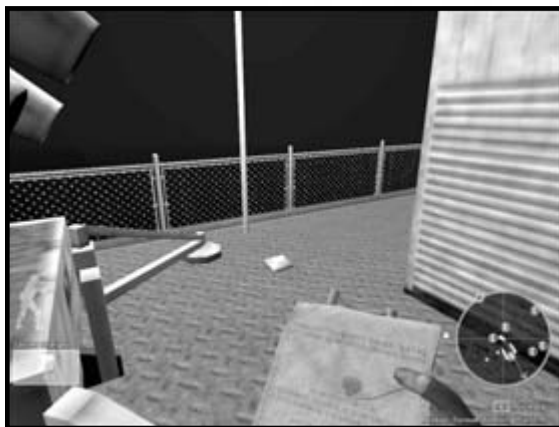
Back up the stairs and scan in all directions when you reach the top. Now head toward waypoint Foxtrot along the rig's eastern side. Turn to the shack north of waypoint Foxtrot and gun down the rebel inside. Enter to grab a first aid kit and some ammo. Now move to the stairs to the east and gun down the soldier at the bottom. Toss another flashbang at the bottom of the steps and turn away before it goes off. Listen for the bang, then rush down the steps. There are guards in each of the three remaining rooms. Don't hit the hostage when taking down the middle room to the south.



*Hold at the top of the helipad until the second hostage climbs the steps.*

When the area is secure, move next to the hostage and return to the top level. Head back to the helipad (at waypoint Golf) the same way you came, moving west then along the lower level to the northern side. If you took out all hostiles on the way in, you shouldn't encounter any resistance. Wait for the hostage to ascend the steps of the helipad before receiving your next orders.

**NEW OBJECTIVE: Plant satchel charge at three missile launchers.**



*The first missile launcher is right next to the helipad. Place the charge on the eastern side of the launcher to prevent inflicting damage on the Black Hawk during lift off.*

Now it's time to deal with those missile launchers. Descend the northern steps of the helipad and approach the nearby launcher at waypoint Hotel. Plant the satchel charge along the launcher's eastern side so the helipad is outside the charge's blast radius. Now move below deck toward waypoint India as a Black Hawk sets down on the helipad. Along the way, stop at the armory located in the small room just north of the catwalk. You need one more satchel charge to complete your mission.

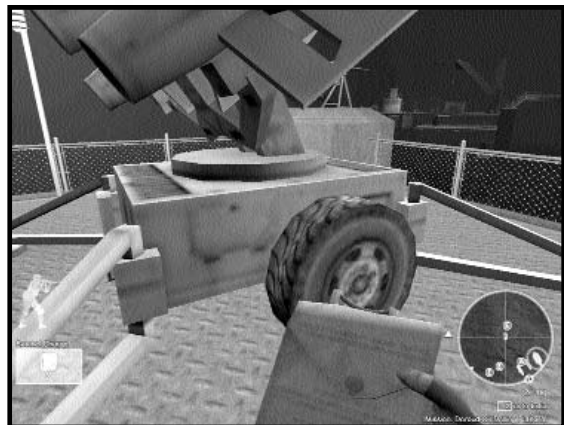
## Chapter 10: Doroud Oil Drilling Platform

Continue up the steps on the southern side of the rig and turn toward waypoint India. Instead of rushing up toward the launcher, move along the eastern side of the nearby building and peek around its southern side until you see an opening. Toss in a flash-bang then rush in and mow down the three rebels inside. When they're down, turn to the missile launcher and toss a satchel charge at it—one more to go.

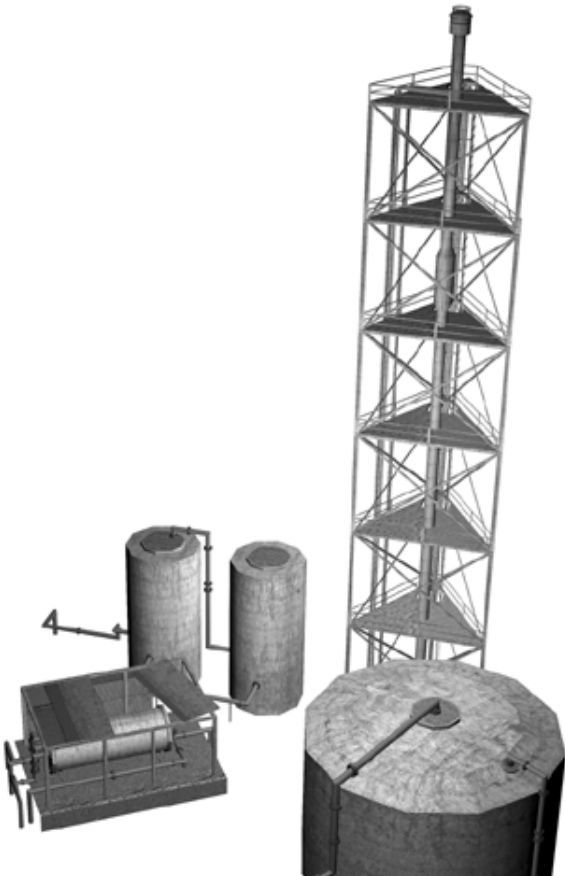
Turn toward waypoint Juliet. This time move to the other side by navigating the ladders leading up and over the elevated platform beneath the rig's large central tower. On the other side, move to the northeast corner to find the last missile launcher. Toss you last satchel charge at its base and return to the helipad at waypoint Kilo.



*Clear out this building before planting a charge on the second launcher.*



*As soon as you plant a charge on this last launcher, a couple of rebels attack the helipad.*



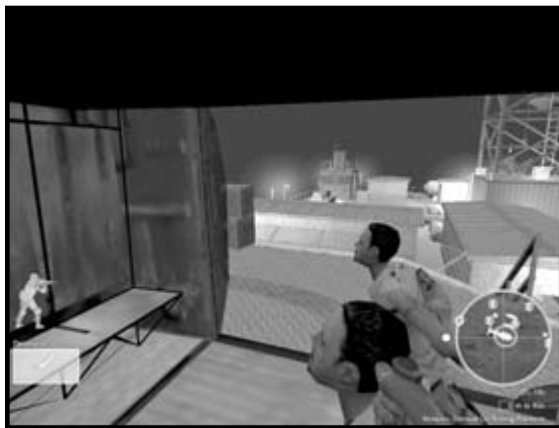
**NEW OBJECTIVE:** Prevent rebels from stealing helicopter on helipad.



*Gun down the rebels attempting to commandeer the Black Hawk.*

Shortly after placing the last charge, you receive a distress call from your team at the helipad. Apparently a few rebels are attempting to escape the rig in your chopper. Rush back to the helipad and gun down the two desperate rebels on each staircase. Try to hit them while their backs are turned.

**NEW OBJECTIVE:** Board helicopter and detonate satchel charges.



*Hop in the Black Hawk and get ready to set off the charges planted around the missile launchers.*

When the rebels are down, move up either sets of steps leading up to the helipad. By now, your team has the hostages in the Black Hawk and the chopper is ready for lift off. Hop in the Black Hawk and set off the satchel charges to complete your mission.

## Chapter 11: Coastal Pipeline Pump Station

# COASTAL PIPELINE PUMP STATION

## BRIEFING

Opord: 4-05 Team Sabre

Date Time: 261400 April 05

Location: Ganaveh, Iran

### 1. SITUATION

Intel has uncovered the location of a chemical manufacturing facility near the main-land oil pipeline leading to Kharq Island. General Kalb has ordered rebels to move quantities of deadly nerve agents out of the immediate theater of operations before the cache of chemical weapons can be discovered by UNMOVIC inspectors.

- **Weather:** Bright, clear, hot.
- **Terrain:** Coastal desert hills, sparse vegetation.
- **Enemy:** 100–130 Iranian regulars and elite troops equipped with AK47s and RPGs. Emplaced .50 caliber machine guns and automatic grenade launchers. VBLs and technicals w/ .50 caliber machine guns.
- **Friendly:** Possible civilian noncombatants.

### 2. Mission

- **Who:** Delta Team 5, 160th SOAR
- **What:** Infil by Black Hawk. Locate chemical weapons convoy and assault at checkpoint. Commandeer truck and escort to U.N. outpost.
- **When:** Immediately

### 3. Execution

- **Command's Intent:** Prevent chemical weapons from being removed from theater.
- **Concept of Operation:** Infiltrate coastal defenses and land near oil pipeline. Follow the pipeline inland to chemical manufacturing plant. Locate chemical weapon's convoy and track them to a nearby checkpoint. When they stop at the checkpoint, assault the convoy but do not damage the trucks hauling the chemical weapons. Commandeer these vehicles and escort them back to the U.N. outpost to the south where you will turn over the vehicles to UNMOVIC.

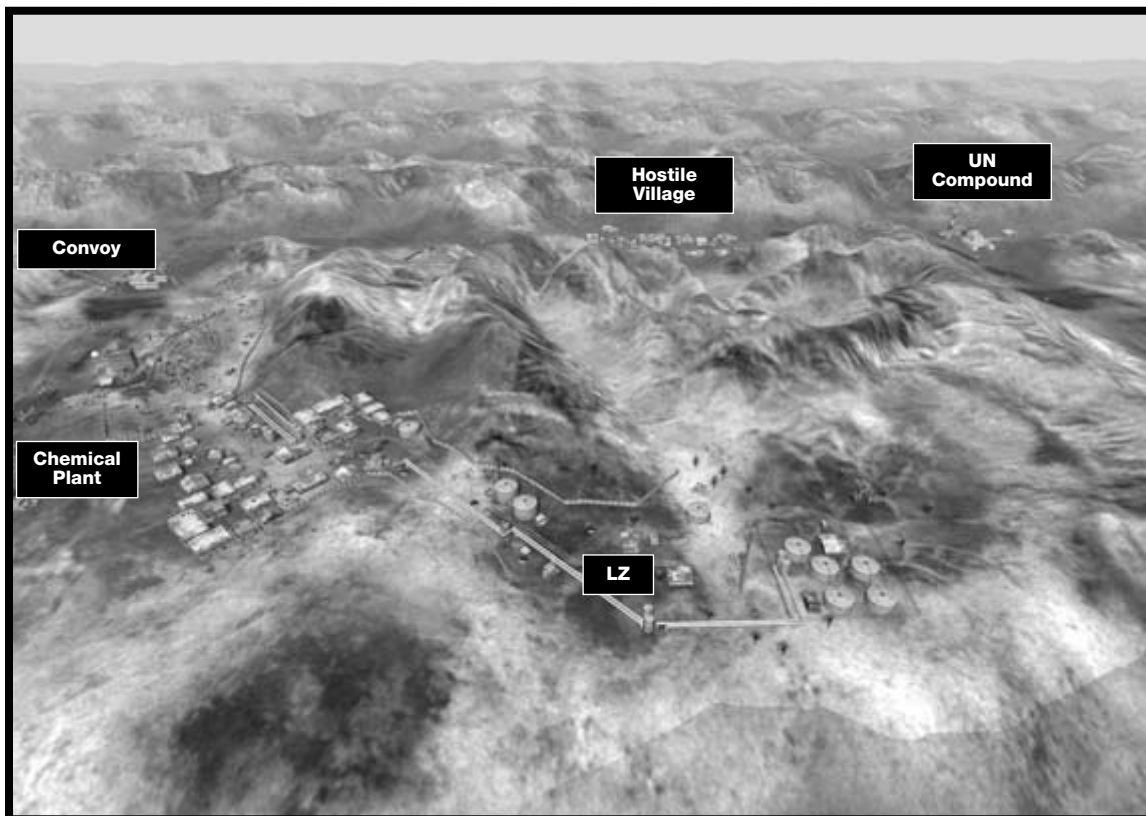


## **4. Service and Support**

- Basic Load: CAR-15/203, Colt .45, Claymores

## **SUMMARY OF MISSION**

Delta must intercept a convoy of enemy vehicles attempting to relocate chemical weapons from the theater before they can be discovered by U.N. investigators. Black Hawk and Pave low helicopters will be used to follow the oil pipeline from Kharq Island and insert Delta near the mainland oil fields. From there you will locate and commandeer the chemical weapons truck and escort it to a nearby U.N. outpost.



## **Suggested Loadout**

Primary Weapon: CAR-15/203  
Secondary Weapon: M9 Beretta  
Accessory: Claymores



# Chapter 11: Coastal Pipeline Pump Station

## TACTICS

**INITIAL OBJECTIVE:** Proceed via helo to the LZ.



*Blast this technical racing away from the first village.*



*Look for the technicals hiding amid the buildings at the second village.*

Before setting down next to the inland oil field, you must make it to the LZ in one piece. Along the way, you fly over several hostile villages along the coast. Take control of the starboard mounted minigun and get ready to open fire on enemy units below. The first small village you encounter offers minimal resistance. However a technical is leaving the village—blast it before it gets away.

Farther down the coast you encounter a much larger village teeming with enemy activity. As the Black Hawk drops low, aim the minigun at a cluster of three shanties near the coast. Hiding among these structures is a soldier with an RPG. Open fire on this area, then take out any surrounding enemies. As the Black Hawk approaches the village, open fire on the technicals tucked between the buildings and keep an eye open for RPG smoke trails. When you spot an incoming RPG, follow the smoke trail back to its source and lay down heavy fire on the area. As

the Black Hawk turns east, take out more technicals along the village's northern side. Scan the village interior for technicals too. The Black Hawk circles the village once before continuing along the coast.



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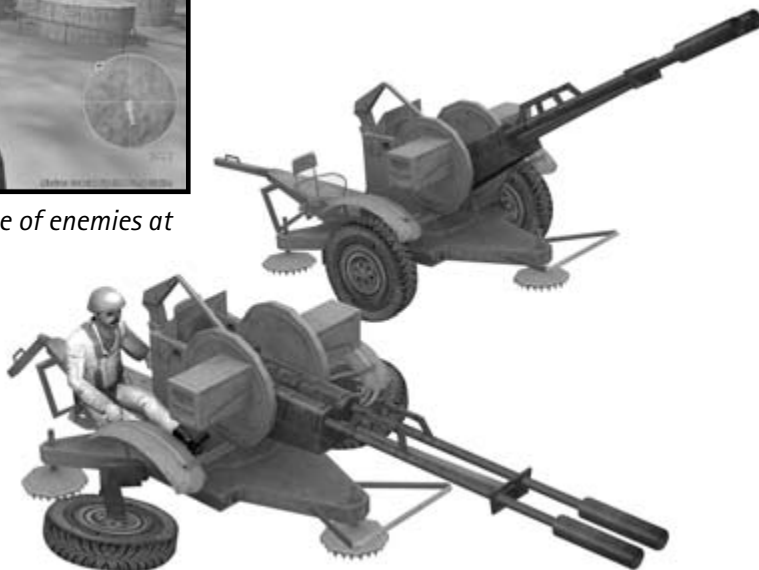


*Technicals and RPG soldiers comprise the bulk of the resistance at this port facility.*



*The LZ next to the pipeline is free of enemies at the moment.*

The next hostile area is a port facility, also loaded with enemy troops looking to down your chopper. Focus on the docked freighter first, then open fire on the docks as the Black Hawk turns east. More technicals hide among the structures here, and a couple more approach from the east. Make the technicals your primary target, but target soldiers with RPGs too. As the Black Hawk turns west, back toward the coast, look for an RPG soldier on the village's southern boundary. After one circuit, the Black Hawk continues along the coast toward the inland oil facility, setting down along a large pipeline and other oil production equipment. Dismount the minigun and hop out of the Black Hawk. You receive a new objective as you move away from the chopper.

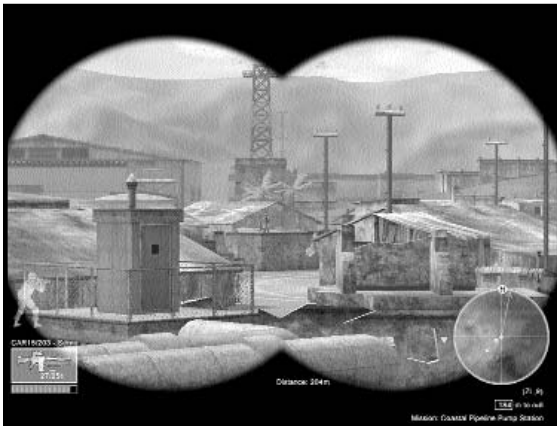


# Chapter 11: Coastal Pipeline Pump Station

**NEW OBJECTIVE:** Make your way through the town to the chemical plant.



*Soon after setting down, watch for two incoming technicals approaching from the northeast.*



*Climb the hill next to the road and use your binoculars to scan the town ahead.*

With your team assembled in the LZ, cautiously move out toward waypoint Alpha. As you head toward the waypoint, three soldiers—one armed with an RPG—start moving in your direction. Blast the soldiers, then turn your attention to the two technicals rushing toward you from the northeast. Take cover along the large oil reservoir on the right of the road and open fire on both vehicles. Picking off the gunners is the quickest way to deal with these threats.

Once the two technicals are neutralized, move past them and continue to waypoint Bravo. Instead of moving to the waypoint, move up against the wall on the slight hill to the east and turn toward the buildings to the north. From this elevated position you can spot several enemies lying in wait—including one manning a machine gun. Use the binoculars to spot these threats, then use your CAR-15's reflex sight to help pick them off one by one. Avoid moving down the dirt road, and stick close to the eastern wall while moving northeast.

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Circle around the eastern side of the large oil tank and peek around its far side until you can spot a soldier behind a machine gun on the building to the north. Take him out, then climb the yellow ladder leading to the top of the large tank. Drop to a crouch and scan the road ahead to the northwest. Take out any stragglers, then rejoin your team on the ground. Move around the building to the north while aiming out into the street. Watch for soldiers to the north and west.



*Peek around this large fuel tank to spot this machine gunner on the adjacent building.*



*Follow these pipes running parallel to the main road to avoid taking heavy fire.*

When the street looks clear, cautiously move toward the abandoned technical. Stop short of an alley to the north and peek around the corner to take out a soldier waiting to ambush you. Continue toward the technical and pick up the first aid kit and ammo next to it. Instead of continuing to waypoint Charlie along the road, turn northeast from the technical and move along the large pipeline running parallel to the road. Peek around the pipeline and aim north to take out a couple of soldiers and another technical. Keep moving along the pipeline while aiming out into the road to take out the occasional enemy. When the pipeline eventually terminates at a square structure and the path ahead is blocked by a chain link fence, peek around the building ahead and take out a soldier and another technical along the road. Behind the destroyed technical you find another first aid kit and some ammo.

## Chapter 11: Coastal Pipeline Pump Station

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**TIP** *By staying out of the street, you avoid getting hit by a grenade launcher next to a truck. Instead of hunting down the gunner, ignore him.*

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*Take out the gunner in this technical before racing up the hill to waypoint Charlie.*

The chemical plant is ahead at waypoint Charlie, but you need to take out one more technical before reaching it. Creep around the side of the building on the right side of the road and stop periodically to peek to your left. Eventually you spot the front of the technical. Keep inching forward until you can get a clear shot at the gunner. Now the path to the chemical plant is clear. Before proceeding up the hill, order your team to hold fire—you don't want to give away your position before the enemy convoy exits. Move up the hill to the hole in the wall at waypoint Charlie. Break out your binoculars and watch as the convoy of three trucks, two VBLs, and two technicals leaves the facility.



**NEW OBJECTIVE: Make your way to the convoy stop point.**



*Spy on the convoy with your binoculars, but don't engage the vehicles just yet.*

Now you need to reach the convoy before it leaves. Exit the hole in the wall and move toward waypoint Delta, following the outside wall of the chemical facility. As you move along the palm trees you can spot a machine gunner ahead standing in the back of a technical. Pick him off with a single round before he's aware of you. Continue toward waypoint Echo while keeping your left shoulder along the wall. There are two soldiers to the south—one by the road and another on a rooftop. Take them both out before moving any farther.



*Peek over this wall to take out the soldier manning the grenade launcher in the back of this truck.*

As the wall ends at a cross section, peek over the top to spot a truck with a grenade launcher mounted in the back. Pick off the gunner while peeking over the wall. Now proceed to the road and continue to waypoint Echo. When you reach the truck with the grenade launcher, the stopped convoy comes into view, prompting a new objective.

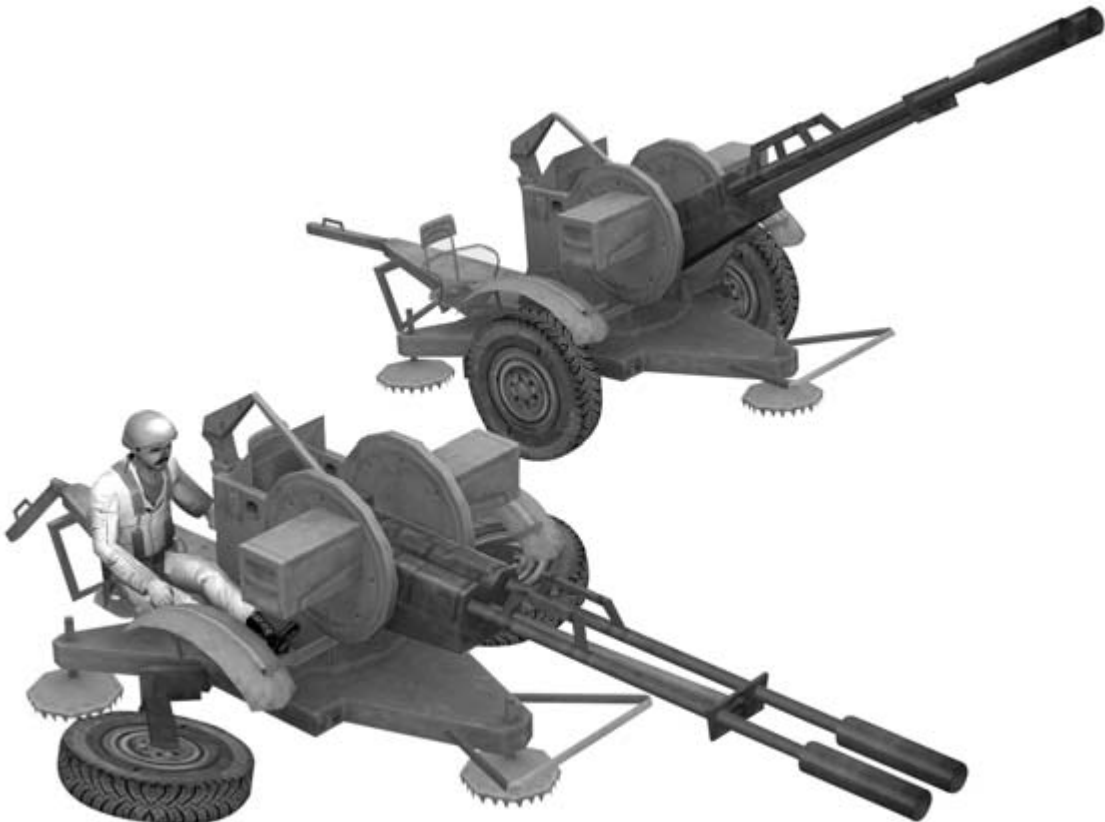
# Chapter 11: Coastal Pipeline Pump Station

**NEW OBJECTIVE:** Take out the enemy technicals and VBLs.



The trucks carrying the chemical weapons are parked ahead of the technical and VBL escorts, making your assault easier. Start lobbing grenades from your M203 toward the tight formation of enemy vehicles. Keep your distance and continue lobbing grenades until all four vehicles are destroyed. If you run out of grenades, use your rifle to pick off the gunners to render the vehicles harmless. Then move in and destroy the vehicles with hand grenades.

*Use your M203 to take out the escort vehicles.*



**NEW OBJECTIVE: Commandeer the convoy.**



*Make sure all of the vehicles are destroyed before moving toward the convoy.*



*Stock up on health and ammo before hopping in the back of the lead truck.*

With the vehicles escorts destroyed, move toward the three trucks at waypoint Foxtrot. The lead truck (the white one) contains no chemical weapons, providing more than enough room for you and your team. Before hopping in the back of the truck, pick up the nearby first aid kit and ammo—you want full health and ammo before heading off to the U.N. compound. When you're stocked up, join your team in the back of the lead truck.



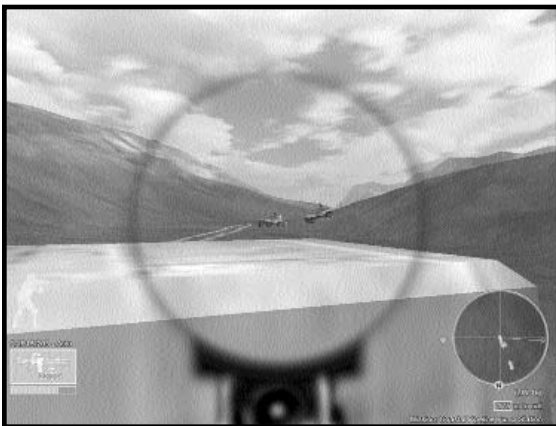
# Chapter 11: Coastal Pipeline Pump Station

**NEW OBJECTIVE:** Protect the chemical trucks until they reach the U.N. compound.



*Aim for the gunner in the approaching VBL to neutralize it.*

before they can fire a shot. When the technicals are neutralized, turn back to the right to mow down the troops rushing down the hill.



*Blast the two technicals blocking the road ahead, then concentrate on the surrounding infantry.*

The convoy starts off by driving east, away from the chemical facility. As you pass the few building ahead you can make out an approaching VBL to the east. While standing up, aim over the top of the truck's cab and pick off the VBL's gunner with an automatic burst. Even if you miss the gunner, a few stray rounds can blow up the VBL. As the truck turns south, focus on the hill to the right. Two technicals drive down the hill in an attempt to block the road. Use the CAR-15's reflex sights and focus on the gunners standing in the back—you should be able to drop them

As you approach a village, face forward and open fire on the parked technical on the road's left side. Spray the vehicle with automatic fire as your truck negotiates a few distracting bumps. With the technical's gunner down, immediately swing to the right and target the RPG soldier on a roof. Take out any soldiers standing along the road, then face forward to take out a few more troops loitering around a guard post. After passing the guard post, turn to the left side and scan the buildings along the road. You eventually spot another technical tucked between a couple of buildings.

Blast the gunner in the back with full auto fire before he can target the convoy.



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*Watch out for the RPG soldier on the rooftop ahead. Take him out before the convoy gets any closer.*



*Turn to the left side of the truck to spot this technical hiding among the buildings.*

The U.N. compound is ahead, but you need to escape the village first. Face forward and blast any stray troops along the road. When you spot two VBLs ahead, focus on the troops rushing toward you first. One soldier (along the right side of the road) is armed with an RPG. Mow down all the infantry before turning your sights on the VBLs. When the road is clear, turn to the VBLs and pick off the gunners. After you exit the village, the road to the U.N. compound is clear. Hunker down in the back of the truck until the mission ends.



*Take out the soldiers along the road before focusing on the two VBLs ahead.*



## Chapter 12: Gachsaran Oil Field

# GACHSARAN OIL FIELD

## BRIEFING

Opord: 5-05 Team Sabre

Date Time: 121600 May 05

Location: Gachsaran, Iran

### 1. Situation

In a desperate attempt to cripple oil production and bankrupt the new Iranian administration, rebel troops have placed timed demolition charges to sabotage key wellheads in the vast mainland oil fields and are gathering their strength for a massive counter-offensive against the combined Iranian government and NATO forces.

- **Weather:** Bright, cloudy, hot, and dusty.
- **Terrain:** Desert plains and hills, sparse vegetation.
- **Enemy:** 80–100 Iranian regulars and elite troops equipped with AK47s and RPGs. Emplaced .50 caliber machine guns and automatic grenade launchers. VBLs with 7.62mm machine guns.
- **Friendly:** None.

### 2. Mission

- **Who:** Delta Team 5, Ranger 4-2 (transport), SAS 22nd D Squadron, 380th Expeditionary Civil Engineer Squadron
- **What:** Infil by Humvee convoy. Eliminate rebel defenders on oilfield facilities. Support SAS defusal experts and firefighting specialists. Exfil by Humvee convoy.
- **When:** Immediately

### 3. Execution

- **Command's Intent:** Eliminate rebels in oil field. Extinguish fires and secure wellheads.
- **Concept of Operation:** Wellhead fires are burning out of control and the rebels are fortifying their positions in the surrounding oil fields. Penetrate their defenses and escort SAS demolitions experts to wellhead sites. Protect them and provide cover for firefighting specialists on loan from the 380th Expeditionary Civil Engineer Squadron while they shut down the wellheads and extinguish the fires.

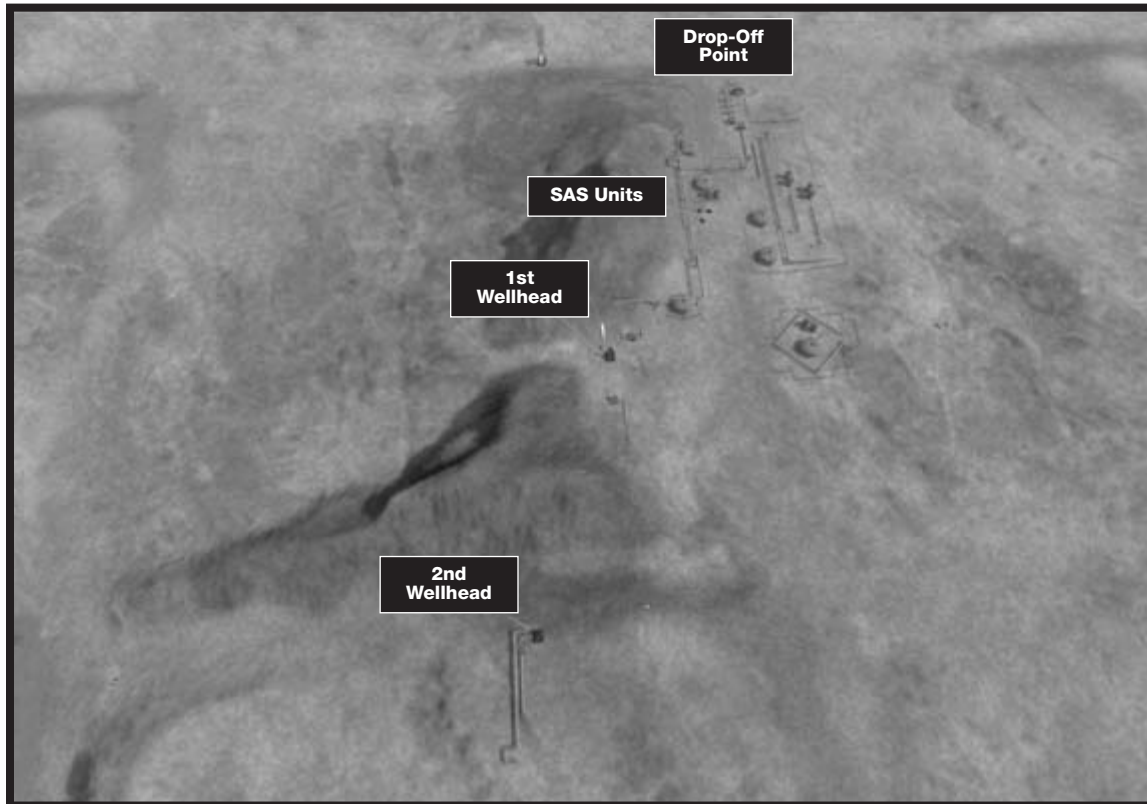


## **4. Service and Support**

- Basic Load: CAR-15/203, M9 Beretta, AT4

## **SUMMARY OF MISSION**

Rebel troops have sabotaged wellheads in the mainland oil fields and are fortifying their positions. Delta will traverse the oil fields via Humvee convoy to assist SAS experts who will disarm explosives placed at the wellheads. Firefighting specialists will be inserted via Black Hawks to combat the blazes. The combined Delta and SAS teams must protect the firefighters until the wellheads can be secured.



## **Suggested Loadout**

Primary Weapon: CAR-15/203  
Secondary Weapon: M9 Beretta  
Accessory: AT4



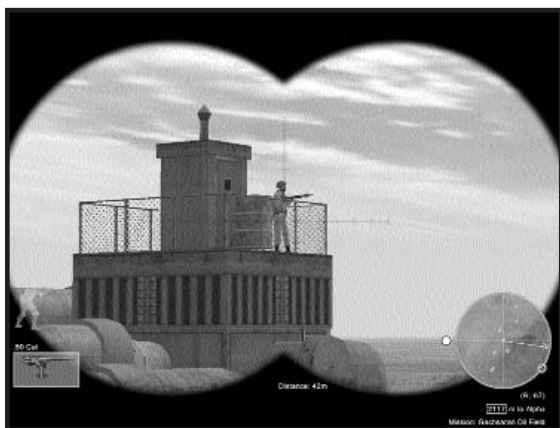
## Chapter 12: Gachsaran Oil Field

### TACTICS

**INITIAL OBJECTIVE:** Survive high speed chase through oil field.



*You're positioned at the convoy's center, so watch out for the other gunners when firing.*



*Watch for soldiers with RPGs on these platforms.*

Your team begins the mission riding in a mixed convoy of five Humvees and two Strykers. Your Humvee cruises in the center of the convoy as you man the vehicle's machine gun turret. Despite the smoke from the raging oil fires, the flat terrain ahead leaves few places for would-be attackers to hide. However, the rebels are desperate, so expect all imaginable forms of hostile actions.

While listening to the radio chatter, look for the first set of oil equipment to the north. As you pass this installation of pipes and tank, turn right to spot a VBL lying in wait. Immediately settle your sights on the enemy vehicle and pump it full of lead until it explodes. Turn your turret left as the convoy turns west and spot the soldier on top of the platform above the pipes. Blast him or the nearby explosive barrel before he can fire his RPG. Now swing your sights to the right side of the convoy and open fire on the enemy troops lining the path ahead. Turn to the left again and take

out another RPG soldier positioned on a platform. Swing your gun back to the right and look for another VBL in the distance. Be careful when firing on this vehicle—don't

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hit the other Humvee gunner to your right. Continue firing on the scattered enemy troops and scan ahead for more RPG soldiers standing on platforms.



*Blast the VBLs before they get too close to the convoy.*

Keep your machine gun facing forward until you spot a VBL heading directly at the convoy. Carefully open fire on this vehicle without hitting the gunner in the lead Humvee. Try to take out the VBL at long range—preferably while it's still a silhouette on the horizon—as a close explosion will kill you as your Humvee passes by. Once the VBL is destroyed, go back to mowing down soldiers standing in the desert. Look for wrecks and other pieces of cover, where RPG soldiers are most likely to be positioned. Scan the left side of the convoy for another incoming

VBL and blast it as it moves in to attack. Eventually you spot your drop-off point at the large oil facility to the north—but don't let your guard down just yet. Turn your machine gun to the right and mow down one more RPG soldier standing on a platform. Then swing the gun to the rear and engage another VBL attempting to sneak up behind the convoy.



*Leave the convoy and link up with this SAS unit to the north.*

You can relax momentarily as the convoy pulls up to the oil facility. Dismount the Humvee and head north toward waypoint Bravo to link up with the SAS unit. Follow the path between the chain link fences all the way to Bravo, where you find three Humvees and a couple of SAS explosive experts. While receiving new intel from the SAS team, grab the nearby first aid kit and ammo if needed. Once the SAS Humvees pull away, follow, staying along the convoy's right side.



## Chapter 12: Gachsaran Oil Field



*Stay along the right side of the convoy while moving to waypoint Charlie.*

While advancing north, switch to your M203 grenade launcher while glancing west. You eventually come under fire, prompting the gunners in the Humvee to respond.

**NEW OBJECTIVE:** Protect SAS bomb squad from advancing troops.



*Aim between the incoming VBLs and fire one grenade to take them both out.*

As the Humvees stop, position yourself along the rear of the middle vehicle and scan the hill to the west for two incoming VBLs. Watch as the enemy vehicles race down the hill side by side. Aim between the two vehicles, leading them just a few feet, then launch a grenade. If you time it right, you can take out both VBLs with a single grenade. When both VBLs are out of commission, switch back to your CAR-15, setting it on semiautomatic fire. Peer through the weapon's reflex sight and start picking off the enemy troops advancing along the same hill to the west.

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*Pick off the remaining soldiers to the west before continuing to the first wellhead.*

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**TIP** *Deal with the enemies to the west as soon as possible. Otherwise the SAS bomb squad will be overwhelmed by the troops attacking from the northeast.*

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As soon as all enemy troops to the west are down, follow the Humvees to waypoint Delta. Continue firing on the enemy troops to the east as you approach the first wellhead. The Humvee gunners take out most

of the nearby resistance, but continue scanning for troops in the distance next to the wellhead and pick them off with single shots from your CAR-15. Once the area is clear, stand along the western side of the wellhead while the SAS bomb squad works on disarming the explosives. In the meantime, switch your CAR-15 to automatic mode and load a fresh clip.



*Let the Humvees lead the way to the wellhead, but give them a hand by blasting enemies along the way.*



## Chapter 12: Gachsaran Oil Field

**NEW OBJECTIVE:** Protect oil wellhead from rebel suicide attacks.



*Take these two VBLs out with automatic fire from your CAR-15.*

Shortly after disarming the explosives, you spot a few VBLs racing toward your position. The crews of these VBLs are determined to crash into the wellhead in an attempt to start another fire. Hold along the west side of the wellhead and aim east, peering through the CAR-15's reflex sight for improved accuracy. As soon as you spot the first VBL, begin firing. Two VBLs approach from the east. Try for the left one first, as it's the closest. Then blast the one on the right. If you're accurate, you can take out both VBLs with one clip. But don't celebrate yet. Immediately turn

to the north to spot another incoming VBL. Instead of loading a fresh clip, switch to your AT4. Wait until the vehicle is near the pipeline ahead before firing the rocket—if you miss, the mission is over.



*Turn north and use your AT4 to take out the next VBL racing toward the wellhead.*



*Move to the top of this platform next to the second wellhead.*



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With the first wellhead secure, turn north and follow the Humvees to the second wellhead at waypoint Echo. The second wellhead is unguarded. Rush to the wellhead and climb the platform along its northern side. Soon after the Humvees arrive, a small group of enemy troops approaches from the north. Switch your CAR-15 to



*Turn to the north and engage these incoming troops along the ridge.*

semiautomatic and peer through your reflex sight to pick off the attackers while one of the SAS team members attempts to disarm the explosives. Focus on the soldiers carrying RPGs as these troops pose the biggest threat to the Humvees. Unfortunately something goes terribly wrong during the defusal process, and the charge explodes prematurely, blowing away the wellhead and severely injuring the SAS team member.

**NEW OBJECTIVE: Protect rescue efforts.  
Clear the LZ of enemy resistance.**



*Use the M203 to blast the two VBLs moving in from the east.*

A medevac chopper is en route to pick up the wounded SAS soldier. You need to secure the LZ before it can land. Begin by turning east and equipping your M203. Two VBLs approach from this direction; one from the canyon in the distance and another out of the nearby gully. Nail the nearby VBL with a grenade as soon as it pops out of the gully. Then turn to the next VBL. It will approach then pass your position to the south. Try to hit it before it can flank the Humvee convoy.

## Chapter 12: Gachsaran Oil Field

Aim just ahead of it to compensate for its speed, and add a little height to make up for the distance. As long as the grenade explodes near the vehicle, it should take it out. Now turn west to spot a third VBL racing toward the Humvee convoy. Wait till it stops, then blast it with a grenade.



*Find another VBL to the west, and launch another grenade to take it out.*



*Provide cover as the medevac chopper retrieves the wounded SAS soldier.*

With the VBLs taken care of, turn back to the north and engage the enemy troops advancing over the hill. In the meantime, the medevac Black Hawk lands and picks up the wounded SAS soldier. Now you need to hold this position until a firefighter crew can arrive and put out the wellhead fire. The firefighters eventually arrive in a Black Hawk that sets down to the north.



**NEW OBJECTIVE:** Ensure safety of firefighters.



*Race toward the Black Hawk as the firefighters move toward the fire.*



*Use the Black Hawk's minigun to mow down the RPG soldiers approaching from the north.*

Scan the ridge line just beyond the Black Hawk as the firefighters rush toward the wellhead valve, on the same platform where you're positioned. Either defend the firefighters from your current position, or hop down to the ground and use the Black Hawk's port side minigun. For a better view, move toward the Black Hawk. To avoid getting too close to the fire, jump over the railing to the north to reach the ground. Now race toward the Black Hawk and jump inside the starboard side, eventually moving behind the port mounted minigun aiming north. Immediately open fire on the enemy troops lugging RPGs toward the LZ. The threat subsides once the firefighters extinguish the fire. Hold inside the Black Hawk until the mission ends.



## Chapter 13: Rebel Mountain Stronghold

# REBEL MOUNTAIN STRONGHOLD

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## BRIEFING

Opord: 6-05 Team Sabre

Date Time: 241700 May 05

Location: Yasuj, Iran

### 1. Situation

General Haatim Jaareah Bin Shamim Kalb and his remaining loyalist rebel troops have fled to an ancient Safavid Dynasty-era stronghold in the mountains. Captured Delta Operative Six One is being ransomed for immunity against prosecution. Three Soviet ZU-23 anti-aircraft guns have been placed in the city surrounding the fortress, preventing any potential air assault.

- **Weather:** Bright, cloudy, hot, and dusty.
- **Terrain:** Mountainous desert, sparse vegetation.
- **Enemy:** Approximately 250 Iranian regulars and elite troops equipped with AK47s and RPGs. Emplaced .50 caliber machine guns, miniguns, EM cannons and automatic grenade launchers. VBLs w/ 7.62mm machine guns. 3 towable Soviet ZU-23 AAA guns.
- **Friendly:** Hostage Delta Six One.

### 2. Mission

- **Who:** Delta Team 5, 160th SOAR
- **What:** Infil by Black Hawk. Locate and disable ZU-23 anti-aircraft guns throughout city complex. Assault mountain stronghold. Capture or eliminate Gen. Kalb at all cost.
- **When:** Immediately

### 3. Execution

- **Command's Intent:** Remove air defenses from city. Locate and eliminate Gen. Kalb.
- **Concept of Operation:** Fanatically loyal rebels are holding one of our Delta Operatives ransom in an ancient fortress in exchange for immunity from government reprisals. Heavy air defenses are preventing a direct air assault so insert in the nearby city complex. Once all air defenses are eliminated, air support can be provided for a final assault. The desperate rebels will fight to the death so expect fierce resistance. Do not allow General Kalb to escape.

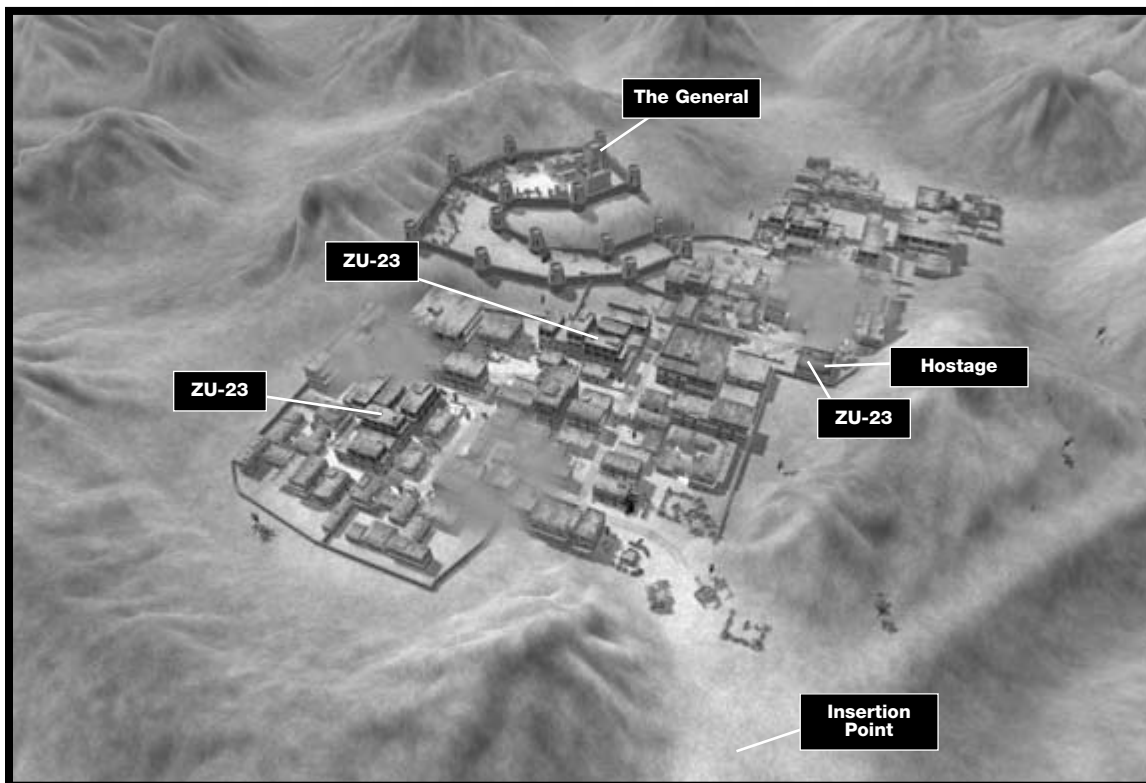


## **4. Service and Support**

- Basic Load: M249 SAW, Remington 780 Shotgun, Satchel Charge

## **SUMMARY OF MISSION**

Rebel General Haatim Jaareah Bin Shamim Kalb and his remaining rebel troops have fled to a medieval stronghold near Yasuj and are holding a Delta Operative hostage. Delta will insert via Black Hawk, navigate the fortress city, and attempt to rescue the hostage. You must disable all air defenses before the hostage can be extracted. Once he is secured, infiltrate the stronghold itself and eliminate the general.



## **Suggested Loadout**

Primary Weapon: M249 SAW  
Secondary Weapon: M9 Beretta  
Accessory: Satchel Charge



# Chapter 13: Rebel Mountain Stronghold

## TACTICS

**INITIAL OBJECTIVES:** Destroy first anti-aircraft gun emplacement.  
Eliminate rebel leader.  
Rescue hostage.



*Take out these VBLs with the Black Hawk's minigun before disembarking.*

The general and the remnants of his army are holding out in and around the city of Yasuj. As the Black Hawk flies toward the LZ, hold behind the starboard side minigun—you need to secure the insertion point before exiting the chopper. As the city comes into view, begin opening fire as the Black Hawk descends. Shortly after you touch down, three VBLs race toward the Black Hawk from the northwest. Lay down a long stream of automatic fire until all three vehicles are destroyed. Scan the wreckage and street ahead for more enemies and open fire as necessary. When it's clear, follow the rest of your team out of the Black Hawk and cautiously approach the city.



*Use these tires for cover while engaging the enemies to the west.*

Follow your heading toward waypoint Alpha, but avoid moving down the middle of the street. Instead, stay along the right side, peeking around the damaged buildings and engaging enemy troops as they appear. As you clear the area, head toward the long street in front of waypoint Alpha. Take cover along the stack of tires on the left side. As soon as your team moves into the open, you begin taking RPG fire from the west.

Use your binoculars to scan the road ahead. Once you spot the culprit, focus your sights on the general location and hose down the area with automatic fire. Use the binoculars again to make sure the RPG soldier is down.



*Toss a grenade toward this machine gun position behind the low wall.*

When the street to the west is clear, rush forward and move along the right side. Scan the left side of the street to take out a soldier in an alley and another one in an upper-story window. Continue toward a crate along the right side of the street and mow down more soldiers to the west as well as a few that approach from the north. Now step out to the left until you can spot a machine gun poking out of a wall along the street to the north. Toss a grenade behind this low wall to take out the gunner.

When the gunner is down, peek into the northern street and gun down any resistance. Quickly proceed to the low wall where the machine gun is positioned. Watch for more enemies in the alleys to the east. When the area is clear, move through the alley to the west, peeking around corners and blasting enemy troops as you encounter them.



*Peek around corners while moving through the alley.*

The alley eventually empties onto a heavily defended street to the west. Instead of following the alley ahead, turn right and move along a parallel alley to the north to reach the same street. Before moving out into the street, peek north to spot another machine gun position. Blast the gunner with your SAW or use a grenade to take him out. Sidestep out into the street while facing north to spot an RPG soldier. Blast him before he can fire. Scan the northern side of the street for more resistance.

## Chapter 13: Rebel Mountain Stronghold

When it's clear, turn south and pick off any troops you can see. One is on a nearby rooftop. Farther down the street to the south is another soldier armed with an RPG. Take out these troops before moving any farther. When they're down, move west to cross the street and take cover behind the stack of tires while facing south. Use your binoculars to spot a technical and other enemies at the far end of the street, then blast them with your SAW.



*Take cover behind these tires while aiming south—several heavy weapons are at the street's far end.*



Move around the stack of tires toward the intersection ahead. An RPG soldier is pinning your men near waypoint Bravo—you need to take him out before your team can move to the first ZU-23. Approach the corner and peek west. The RPG soldier is on a rooftop to the far west. Follow the rocket smoke trails back to his position and gun him down. Now rush down the street to the west, staying along the right side. Watch out for soldiers hiding along the sides.

At the end of the street, turn south to enter an alley. Stay along the right side of the alley and peek to the left as you reach the exit. Pick off the machine gunner to the south before he can open fire. Continue peeking around the corner until you spot more troops. As your team moves forward to clear the street, exit the alley and sidestep right while scanning the rooftops to the east. Take out the soldiers on the rooftops, then help your team secure the area.



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*Watch the smoke trails from incoming RPG rounds to locate this rebel on the rooftop ahead.*



*Toss a satchel charge on the first ZU-23. Return to the street before detonating it.*

When the area is clear, turn east and climb the ladder to the rooftop. Move along the ramp leading up the next level while aiming east. Blast the next soldier standing in front of the next ladder to the north. When he's down, cautiously approach the ladder while aiming south. Before climbing the ladder, make sure the soldier on the rooftop to the south is down. Once it's safe, climb the ladder to the rooftop to spot the first ZU-23. While you're up there, scan the surrounding area and pick off any troops in the streets below. Toss a satchel charge at the base of the gun and retrace your steps to the street where your team waits. Detonate the charge to receive your next objective and waypoint heading.



## Chapter 13: Rebel Mountain Stronghold

**NEW OBJECTIVE:** Destroy second anti-aircraft gun emplacement.



*While you're on the roof, scan the streets ahead for enemy troops.*

Move through the same alley to the north, and return to the main street to the east. If you're low on health, stop by the area where your team was pinned earlier (near waypoint Bravo) and pick up a first aid kit as well as some ammo. Continue moving north to waypoint Delta, but stop short of entering the street leading east. Instead, peek around the corner (to the west) and start engaging enemy troops at the far end. Watch for other soldiers positioned along the alleys and low walls.

When it's clear, creep along the right side of the street while scanning the various blind spots for enemy troops. As you approach the next intersection, two VBLs race in from the north, blocking your path to waypoint Echo. Crouch along the street's right side and open fire on both vehicles until they're destroyed. Hold this position until all enemy troops are down, including a few who managed to sneak up behind you.



*Use your SAW to blast these two VBLs before they can inflict heavy damage on your team.*

Once the intersection is clear, cross the street and peek down around the corner looking north. Open fire on the soldiers farther down the street while your team moves in to secure the area around the ladder below waypoint Foxtrot. Help the team clear the area and return to the small courtyard (south of waypoint Foxtrot) to grab a first aid kit and stock up on ammo at the armory. There's no need to change weapons—stick with the SAW.

Once you're refreshed, catch up with your team and climb the ladder along the western wall. At the top of the ladder, move up the ramp and approach the edge of



*Stock up on ammo at this armory near the second ZU-23.*

the roof while looking northeast. Use your binoculars to spot an RPG soldier and another enemy behind a minigun mounted in an upper story window. Fire several long bursts until these enemies are down. While you're up here, mow down a few soldiers in the street below as well. When you can see no more enemies, move to the ladder to the south. Climb the ladder to spot the next ZU-23. Drop a satchel charge next to the gun and return to the street before detonating it.

**NEW OBJECTIVE: Destroy third anti-aircraft gun emplacement.**



*Peek around this corner and take out as many troops as you see before moving toward waypoint Golf.*

Now focus on the street to the north. Waypoint Golf is inside the building where Delta Six One is being held. On the roof of the same building is the last ZU-23. However, reaching this building in one piece takes time. Begin by moving to the eastern side of the street and approach the intersection ahead while peeking around the corner. Drop to a knee and target all enemies you can see from this position. Scan the rooftops ahead for an RPG soldier and take him down before he can zero in on your position. Scan the area to the west too, to prevent getting flanked.

## Chapter 13: Rebel Mountain Stronghold

When it's clear, rush to the street's northern side while aiming east. Look for more troops along the southern side of the street and pick them off one by one with automatic fire. Carefully push east while engaging enemies along the way. When you reach the corner of a building on your left, peek to the right to spot a machine gun position. Take out the gunner and any nearby troops. Also, watch out for the minigun positioned in an upper-story window to the west—make sure the gunner is silenced before moving out.



*Sneak up on this machine gun position and take out the gunner before he spots you.*



*Duck or sidestep incoming RPG rockets while taking cover behind these ruins.*

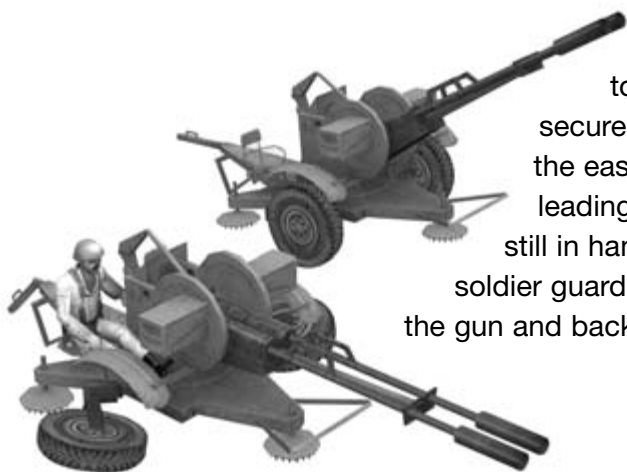
Now race across to the south side of the street and take cover among the rubble. Pick up the box of ammo and a first aid kit only if you need them—you'll need them even more later. Crouch or drop prone to remain hidden behind the low wall. Several enemy troops (including multiple RPG units) are positioned along the street running north. Peek out to pick off a few at a time, then drop behind cover. Stay a few feet back from the wall. This keeps you from getting injured by an RPG that hits the outer wall. Use the incoming smoke trails to track the locations of the RPG troops while gunning down any soldiers nearby. If you spot an incoming rocket, either duck or sidestep out of the way. Just make sure it doesn't slam into an object (such as a wall) behind you. Clear the area to the north *completely* before entering waypoint Golf.



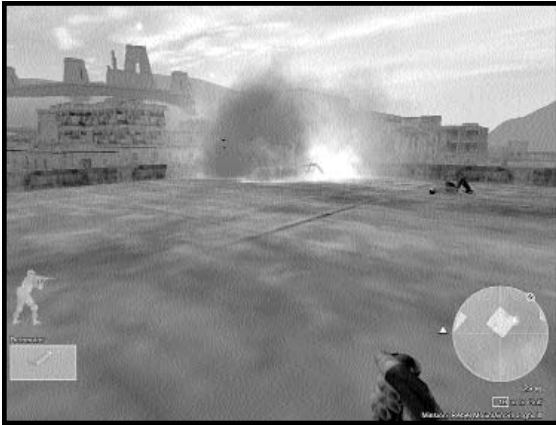
*Toss a flashbang into this building before entering. Use your pistol to take out the guards to avoid hitting the hostage by accident.*

When the street to the north is clear, approach the building at waypoint Golf. Hug the northern wall, staying clear of the front entrance. Equip a flashbang and lean to the left until you can see the building's interior. Try to bank the flashbang off the interior eastern wall so it bounces toward the center of the room before going off. Once the flashbang is deployed, immediately switch to your Beretta—you don't want to use automatic fire around the Delta hostage.

As soon as the flashbang goes off, peek into the doorway, targeting the machine gunner in the very back of the room. Then enter and pick off the remaining guards while they're still dazed. Work your way to the back of the room toward the hostage. When the room is secure, climb the nearby staircase and scan the eastern side of the building for a ladder leading up onto the roof. With your Beretta still in hand, climb to the rooftop and fire on the soldier guarding the last ZU-23. Plant a charge on the gun and back away before detonating it.



## Chapter 13: Rebel Mountain Stronghold



*Destroy the last ZU-23 on this rooftop, then provide cover while a Black Hawk approaches.*

Destroying the last of the city's air defenses allows air operation to commence. Watch from the rooftop as several Black Hawks move into the city—one of them drops off a couple of troops near your building to secure the Delta hostage. As the friendly troops fast rope to the ground, provide covering fire by targeting another minigun position to the northwest.



*Hold by this truck and engage the enemies in the street ahead.*

Now go back downstairs and start moving out toward waypoint Hotel along the right side of the street. Stop occasionally to engage troops that appear in the center of the street. Watch to the right and look for a soldier positioned along a balcony—don't advance too far until you take him out. Another couple of rebels are hiding in a damaged building on the right. Toss a flashbang in the hole in the wall to daze them, then storm the building to finish them off. Turn south and look for more enemies sneaking up behind you. Take out these enemies before crossing the street to the west.



*Toss a grenade near this wall to take out two rebels—including one manning a machine gun.*

Join your team near an alley at waypoint Hotel. Scan the alley ahead and open fire at enemies waiting for you at the end. Cautiously creep forward and stop before you reach the end of the alley. Equip a grenade, peek to the right, and toss it within the damaged structure to the left. The resulting explosion takes out any troops hiding inside as well as the machine gunner on the second floor.

While aiming south, sidestep out of the alley and scan the area for more rebels. Pay particular attention to the roof to the east. Move forward through the structure and aim south to spot more enemies across the large courtyard. Climb the ladder on the eastern wall. At the top, turn west and target the two VBLs parked by the arched gateway. Pump them full of lead until they explode. While you're here, take out any other soldiers you can see to the west.



*Destroy the two VBLs from this rooftop position.*

With the western side of the courtyard cleared, turn around and move up the ramp to reach the next landing. Aim south this time, concentrating on the soldiers armed with RPGs first. When the enemies are down, creep toward the rooftop's southwest corner to trigger the release of more enemies into the courtyard. Back away from the edge and continue exchanging fire. If needed, move behind the corner to the east to avoid incoming rockets. Your team (in the ruins below) gives you a hand, drawing some of the fire. Use your height advantage to mow down armed rebels as they gather in front of your team's position.

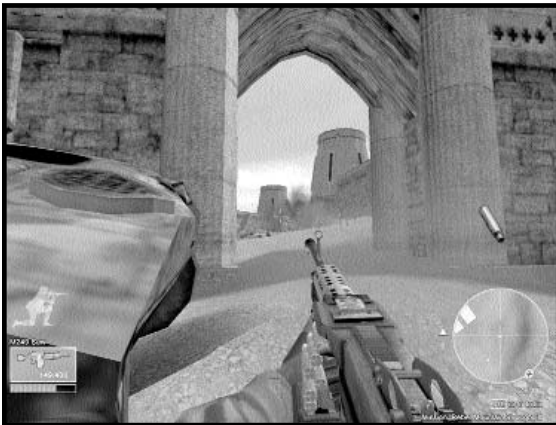


## Chapter 13: Rebel Mountain Stronghold

When the courtyard is clear for the second time, return to the ground. Near your team's position you can access an armory to stock up on ammo. South of the armory find more ammo and a first aid kit. Before proceeding to waypoint India, move to the center of the courtyard, using the wrecked cars for cover. Scan the wall to the east and take out the two rebels hiding inside.



*Before heading to waypoint India, take out the soldiers in this building to the east.*



*Use the destroyed VBL for partial cover while firing on the enemies rushing toward the archway.*

Now move toward waypoint India—it's time to assault the general's fortress. Hold along the eastern side of the two smoldering VBLs while aiming through the archway. Several enemy troops rush toward the gate. Drop to a knee and answer their suicidal advance with a long burst of auto fire. Pause occasionally to spot new enemies in the distance. During these breaks, reload and use your binoculars to scan ahead.

When the path leading up to the fortress is clear, cautiously move through the archway. Several mines line this path, marked by stakes. Stay clear of the mined areas and head toward the stairway along the left side. From the top of the steps, scan ahead for more enemies and engage any you see. Return to the path and continue uphill. Just past waypoint Juliet you spot an abandoned EM cannon along the left side of the wall—next to the cannon is a first aid kit. Continue to waypoint Kilo but hold at the bottom of the hill when you spot a vacated .50 caliber machine

gun. Next to the arch ahead is a VBL. Creep forward until you can spot the top of the gunner's head and pick him off quickly before he sees you.



*Try taking out the VBL's gunner with a well-thrown grenade.*



*Peek around the archway and open fire on the minigun positions in this building.*

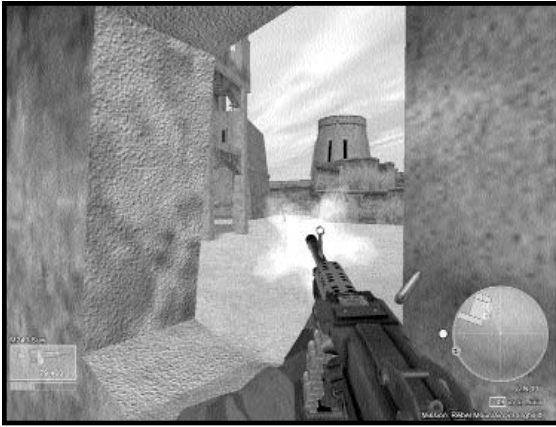
## TIP

*Pick up an ammo box behind the .50 caliber machine gun near waypoint Kilo.*

Now rush to the right of the archway and mow down enemies as they pour out. When things calm down, peek inside the gate to spot a two-story building to the northeast. Two miniguns are mounted in the bottom floor windows. Fire a few rounds into each window to take out the gunners. Then take out the RPG soldier on the floor above. Move along the right side of the arch and peek toward the main stronghold structure to the east. Take out any soldiers standing outside as well as the rebel manning the grenade launcher on the upper floor balcony. While staying in the archway, scan the nearby ruins for enemy presence.



## Chapter 13: Rebel Mountain Stronghold



*Take cover among the courtyard ruins and fire on the rebels.*

Once the courtyard falls silent, rush toward the ruins on the western side. Stay along the perimeter wall while heading toward waypoint Lima. Take cover in the ruins next to the building with the miniguns and aim out into the courtyard, using a hole in the wall. Mow down the enemies that enter the courtyard. When it's clear, move along the front of the minigun building and pause near its boarded-up entrance. Peek around to the right while aiming into the stronghold's main entrance. Quickly target the machine gunner inside and pick him off. Now you can get ready to take down the general.



*Begin the assault with two grenades and a flashbang. Then rush in and mow down the survivors.*



Rush toward the stronghold, but don't enter yet. Instead, toss a couple of grenades inside, banking them off the eastern wall. Follow up by throwing in a flashbang. Wait for the flashbang to go off, then storm the building, mowing down anything that moves. Watch for enemies hiding along the bookshelves on the western wall—they may not have been affected by the flashbang. With the ground floor clear, climb the stairs to the first landing. Turn to spot the floor above and equip another grenade.

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Throw it at the western wall so it bounces inside the room. This should take out any soldiers near the general. Now equip a flashbang and throw it in the same area you threw the grenade. As soon as the flashbang goes off, rush into the room above to find the general in a daze, stumbling behind a machine gun. Blast him with a full auto burst until he slumps to the ground. Good work soldier—it's time to go home.



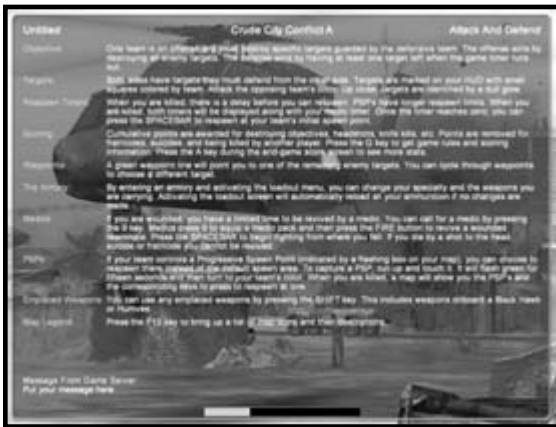
*Toss a flashbang up the stairs and take down the general while he's still dazed.*



## Chapter 14: Multiplayer

# MULTIPLAYER

Although going up against a massive number of computer-controlled enemies can be a big challenge, facing off against human players offers an experience that the single-player campaign can not duplicate. Following in the tradition of previous *Delta Force* games, *Team Sabre* provides a great and exciting multiplayer experience on NovaWorld or a LAN.



Read the briefing while you wait for a multiplayer mission to begin. This tells you about your objectives and how you can score points.



Most multiplayer missions divide players into Blue and Red Teams and give them different objectives, which must be achieved to win the mission. Working with other players can be rewarding, especially when a plan comes together perfectly. However, the spontaneous and unscripted actions of your opponents can have you tearing out your hair as they get the drop on you by constantly changing their tactics.

No matter what, the multiplayer aspect of *Delta Force—Black Hawk Down* is a completely different game, although it uses the same weapons, equipment, and interface as the single-player campaign. Now that you are excited about taking on other players, let's see what type of missions you can play.

## **TYPES OF MULTIPLAYER MISSIONS DEATHMATCH**

Deathmatch is the most common multiplayer game type. There are no teams and each player competes individually. Points are scored by eliminating the other players, and the winner is the one with the highest score—most kills when the timer expires.

This type of game is a free-for-all. If you see somebody, shoot first. A successful Deathmatch player becomes the hunter and takes the initiative rather than waiting around to be killed.

### **TEAM DEATHMATCH**

This is similar to Deathmatch except that players are divided into two teams. Points are scored by taking out players of the opposing team. The team with the highest score at the end of the time limit is the winner. Once again, eliminating the enemy is the objective. However, this time you have other players to cover your back. The team that works together the best will almost always beat out a team of individuals—no matter how good they may be one-on-one.

### **TEAM KING OF THE HILL**

The objective is to occupy the Hot Zone until your team's timer reaches the target time first. You can reset the opposing team's timer to zero by eliminating all of its members from the Hot Zone.

The Hot Zone is marked on your GPS map by a circle. When you are in the Hot Zone, you see a display noting how far inside you are: 1 percent is right on the edge and 90 percent is near the center. As long as one player from a team is inside the circle, that team's timer continues to count. When a team's timer reaches the target time, that team wins. As soon as a team has no players inside the Hot Zone, that team's timer resets to zero. In addition to normal scoring, points are also awarded for time in the Hot Zone and for killing someone inside the Hot Zone.

## Chapter 14: Multiplayer

### SEARCH AND DESTROY



*Place satchel charges next to your targets, then remotely detonate them to complete your objectives.*

This game requires both teams to not only attack, but also defend an area. The objective is for each team to enter the opposing team's territory and destroy specific targets with satchel charges. The first team to destroy all enemy targets wins.

Each side has targets they must defend from the other side. These targets are marked on your GPS map by small squares of the opposing team's color. As you approach these targets, they are usually surrounded by a colored glow. Because CQB soldiers (see the following Combat Specialties section) are the only ones who carry satchel charges in multi-player missions, make sure your team has plenty of this type of player to complete your objectives. While the CQB soldiers go on the attack, Snipers and Machine Gunners can stay back to defend their team's targets from enemy destruction.

### ATTACK AND DEFEND

This is like a one-sided version of the previous type. Instead of both teams attacking and defending, one team is designated as the attacker while the other is the defender. The attacker must destroy a certain number of targets to win the game. The defender wins by preventing this from happening. This mission type lets each team concentrate on one role instead of having to balance between attacking and defending.



## CAPTURE THE FLAG



*Return captured flags to your flag bay.*

The objective of this mission type is to capture all the opposing team's flags and return them to your flag bay before the opposition captures all of your flags. To pick up a flag of the opposing team's color, run over it. A flag icon appears on your HUD to designate that you are a flag carrier. If a flag carrier is killed, the flag drops at the point of death. To return a friendly flag to your home base, run over it.

## FLAG BALL



*In Flag Ball, there is one flag for both teams to go after.*

This mission type is kind of like a cross between football and capture the flag. There is only one green flag on the map. Everyone's GPS map shows a waypoint where the flag is located. When you pick up the flag, the new waypoint shows you the way to your team's flag bay. After you drop off the flag at the bay, it respawns somewhere else on the map. If the flag carrier is killed, the flag drops and remains at the site of the death for a limited amount of time before returning to its original location. The first team to drop off the flag at their bay a set number of times is the winner.

## Chapter 14: Multiplayer

### COMBAT SPECIALTIES



When playing on NovaWorld or on a LAN, you can choose a combat specialty for your character. Each specialty gives you advantages with certain weapon types, or gives you additional skills. Although you gain proficiencies, there may also be drawbacks to using weapons outside your character specialty. You can switch your specialty and weapon loadout during a game by entering an armory and changing your selections.

*The types of weapons you can carry are limited depending on your military specialty.*

### CLOSE QUARTERS BATTLE (CQB)

When the magazine is empty, the knives come out. This is when the CQB specialists shine. Their reach with a knife gives them great advantage when fighting in close. They are probably the most common specialty because they offer a good balance. CQB soldiers can carry the rifles and submachine gun, five of each grenade type, and satchel charges.

### SNIPER

The Sniper is trained to engage targets at great distances. They treat their guns, which have been tuned to their personal specifications, with great care. Their preferred weapons are the M21, M24, MCRT .300 Tactical, PSG1, and Barrett sniper rifles. Snipers carry a limited number of grenades. Snipers are the only specialty that can carry claymore mines. Place these around your position to protect against enemies who try to sneak up on you while you are focused on a distant target through your scope.

## **MACHINE GUNNER**

Controlling a weapon with a fire rate of more than 600 rounds per minute requires skill, training, and muscle. Machine Gunners prefer the weight and high magazine capability of the M249 SAW, M60E3, M240B, or emplaced machine guns, and are more accurate than their untrained teammates when using them. They carry a limited number of grenades, but make up for this by using the AT4.

## **MEDIC**

Medics are highly valued members of any military unit. In multiplayer games, Medics can save a character who has been shot and restore him or her to fighting form. When a player is shot, a Medic sees the injured character's friendly tag preceded with a countdown timer. If the Medic can reach that character and administer first aid before the timer expires, the character will survive.

To administer first aid, select the Medic Pack from your Inventory. Then, from a standstill at close range, point your crosshairs at the injured character and left-click your mouse. If you administer first aid in time, the injured player can respawn from that exact spot. If the player's respawn timer expires before doing this, the player respawns from his or her original spawn point.

Whereas all specialists receive points for killing enemies, Medics also earn points by saving teammates. As such, they are limited to only assault rifles without grenade launchers, a few grenades, and no explosives whatsoever. Although most players prefer a role with more firepower, a good Medic or two can make a difference on a team and help it to win.



## Chapter 14: Multiplayer

### ASPECTS OF A MULTIPLAYER MISSION

Multiplayer missions have a few unique aspects that don't appear in the single-player campaign. Let's take a look at them.

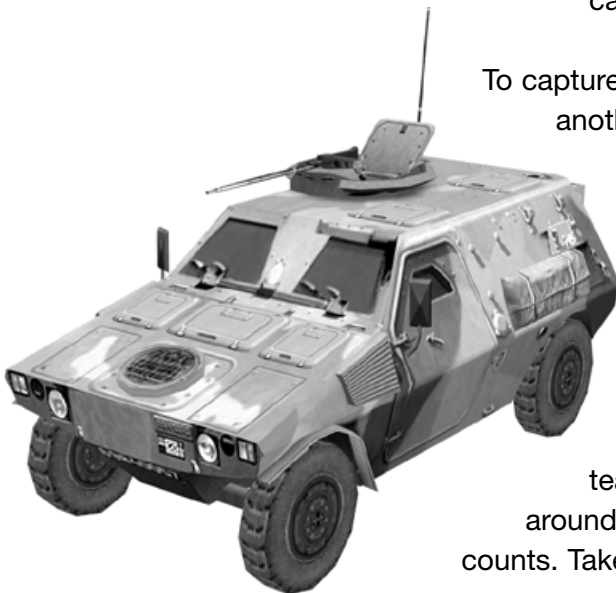
#### PROGRESSIVE SPAWN POINTS (PSPs)



*Take control of as many PSPs as possible. As soon as a PSP starts changing color, take off.*

A player killed during a multiplayer mission respawns at a team spawn point after a short wait. This team spawn point is often located at a distance from the action. However, some missions provide another means of spawning in different locations, often closer to the battle; these are Progressive Spawn Points (PSPs).

These positions are controlled by a specific team, and players of that team can respawn into the game at these locations after dying. At the beginning of a mission, all PSPs are neutral. Once one is captured, the capturing team can use it.



To capture a PSP, walk up to it. If it is controlled by another team, it immediately turns neutral, preventing any other players from that team from using it. It then changes to the capturing player's color. When capturing it, a timer bar appears.

This does not represent how long it takes to capture the PSP. (Once the PSP changes to your color, it is yours.)

The timer represents the wait until your teammates can start using it. Don't wait around like a sitting duck while the PSP timer counts. Take cover and continue fighting.

## ARMORIES



*Armories are usually designated by this ordnance sign.*

Armories are located throughout most multiplayer maps. They are represented on the map by a circle with an "A" in it. These can be trucks, bunkers, or a pile of weapons. At an armory, you can restock your ammo, change military specialty, and change weapons. Learn where they are.



## SCORING



*If you access the mission briefing during the game, it usually includes a scoring chart.*

Players can score points a number of ways during a multiplayer mission. Beyond points awarded for killing an opponent, earn additional points by completing objectives, killing with a knife or sniper rifle, and so forth. Conversely, penalties or negative points are assigned for killing yourself, other teammates, or by dying in combat. Scoring varies from mission to mission, so when you first begin a multiplayer mission, press **[G]** to bring up a mission briefing that explains what your team must do to win and how many points are awarded for various actions.

## Chapter 14: Multiplayer

### VEHICLES



*Man the machine gun on the Humvee as it patrols the town.*



*Lie prone in the Black Hawk and shoot through the door.*

In most multiplayer missions, you can use vehicles. Although you do not get to drive or fly them, you can ride on them and use their mounted weapons. There may be one or two types of vehicles available.

Humvees drive on their own. You can hop aboard and use a machine gun as you move through the map. Black Hawk helicopters also are available. They start from landing zones (LZs), marked with an “H” on the map. Once a player climbs aboard, the helicopter waits briefly, then takes off and flies a circuit around the map. Eventually, it returns to the original LZ or another one somewhere else on the map.

Not only can players use the two miniguns to mow down enemies below, but the Black Hawk also serves as a great sniping perch. Though the platform is in constant motion, a good Sniper can lie prone in the door of the chopper and take out targets below. Enemies cannot destroy the Humvees or Black Hawks, but they can kill players riding in them.

# TACTICS FOR MULTIPLAYER MISSIONS

You can use the same tactics for multiplayer missions that you used in the single-player game. Remember to look for and use cover and concealment as much as possible.

## COMMUNICATIONS

A critical component of team play is communication with your teammates. Press **[Y]** to open a text box, then type in a message. When you press **[enter]**, your message is sent to players on your team. If you open the text box by pressing **[T]**, you send a global message to all players.

## Emotes



*Emotes are a quick and silent way to communicate with your team.*

Another cool feature that *Team Sabre* offers is emotes—nonverbal actions that communicate an order or idea to your teammates. To issue an emote, press **[F9]**. This opens a window listing the nine different emotes you can give. Press a key to cause your character to perform an action seen by other players.

## Emote Commands

Key	Action
<b>[1]</b>	Salute
<b>[2]</b>	Go Forward
<b>[3]</b>	Take Cover
<b>[4]</b>	Let's Go
<b>[5]</b>	Come This Way
<b>[6]</b>	Celebration 1
<b>[7]</b>	Celebration 2
<b>[8]</b>	Play Dead
<b>[9]</b>	Flip/Do Pirouettes





## Chapter 14: Multiplayer

### TEAMWORK

Teamwork is among the most important tactics in *Team Sabre*. If you have enough players, pair them or create even larger teams. Two people see twice as much as one and can accomplish different tasks, making the team more effective.

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**TIP** *Ideally, a team contains different specialists, including a Machine Gunner, Medic, and CQB. Snipers are usually better off operating alone or with one other teammate who can provide cover and protection as the Sniper sets up and takes shots at the enemy.*

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A team composed of multiple operatives is useful for clearing rooms. One operative covers the doorway, another tosses a frag grenade or flashbang inside, and the rest cover the area around the team. All operatives then run through the doorway and spread out left and right. This prevents anyone from being shot in the back because he or she looked left when the enemy was right. (Practice helps teams develop the precise timing that such tactics require.) Other players can help prevent surprises from the rear.

Think about spacing between team members. Stay close enough to support one another, but not so close that a single automatic burst would take out your whole team. Space team members far enough apart so they can support one another without allowing a single grenade to kill them all.

Every team needs a leader. In this game, you lead from the front, so the leader is usually the point man. In large games, where each side has multiple teams, an overall commander coordinates the teams' actions.



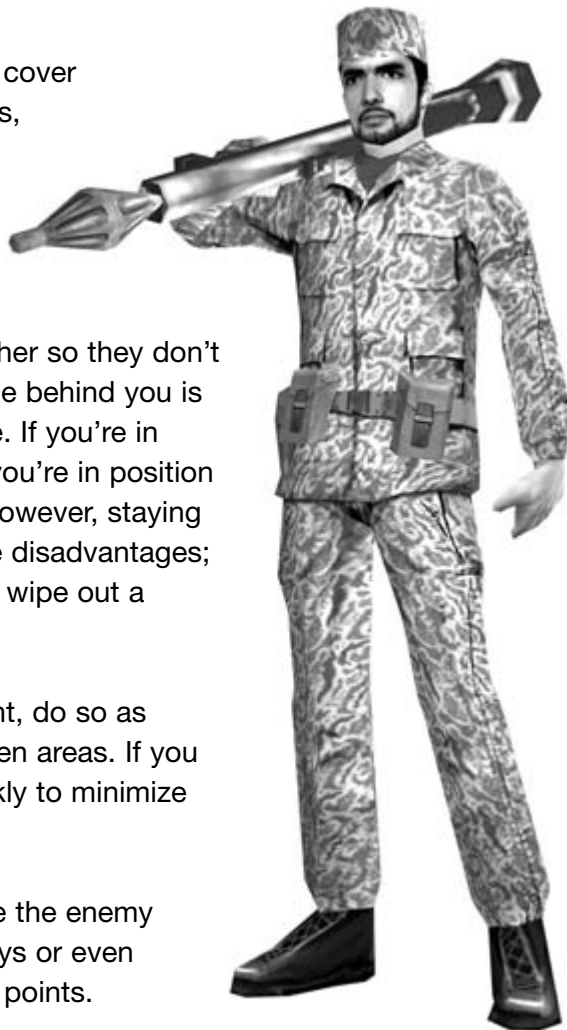
## **MOVEMENT**

Outdoors, it's important to spread out and cover every angle. Open windows, doors, corners, balconies—any place an enemy could hide—represent points of threat. Watch them. Spreading out in the open provides the enemy with fewer targets.

Indoors, keep your teammates close together so they don't lose their way. If you become lost, everyone behind you is lost. Confusion sets in, and you usually die. If you're in position 2, keep the point man in sight. If you're in position 4, keep the position 3 operative in sight. However, staying close to the person ahead of you can have disadvantages; enemy frag grenades or automatic fire can wipe out a bunched up team.

When you must pass through a choke point, do so as quickly as possible. The same goes for open areas. If you can't cover all angles of threat, move quickly to minimize your chance of being hit.

If you must climb stairs, face toward where the enemy could be. This may mean going up sideways or even backward. Stairs can be dangerous choke points.



## **FIRE DISCIPLINE**

Because a single shot often kills, and a three-round burst nearly always does, avoid using full-automatic fire. Firing while moving is highly inaccurate. If you miss a target, you alert enemies to your presence and give them the opportunity to fire back. As a general rule, stop, drop, and fire! This increases your accuracy and minimizes your chance of being detected if you miss.

## Chapter 14: Multiplayer

In some instances, full-automatic fire and movement are acceptable. If you must get through a choke point or a large open area, running and firing wildly at the enemy may force them to keep their heads down and prevent them from accurately firing at you.

### ATTACKING

There are several different ways to attack the enemy. In most cases, advance slowly and carefully as a team, using good fire discipline and covering each other. However, there are also times when rushing the enemy has benefits.

The best way to advance is by using “bound and overwatch.” This tactic divides a team into two parts. While one advances, the other covers it. When the first gets to some cover, it halts and covers the second group as it advances. Practice this tactic so everyone on your team understands his or her role.

### DEFENDING

Defending a position entails setting up firing positions, ambushes, and Snipers. This takes time, so at the start of a mission, each player should assume a defensive position in case the enemy immediately rushes your position.

For firing positions, choose locations with cover and far from an entrance. This increases your ability to survive grenade attacks and makes it harder for the enemy to shoot you.

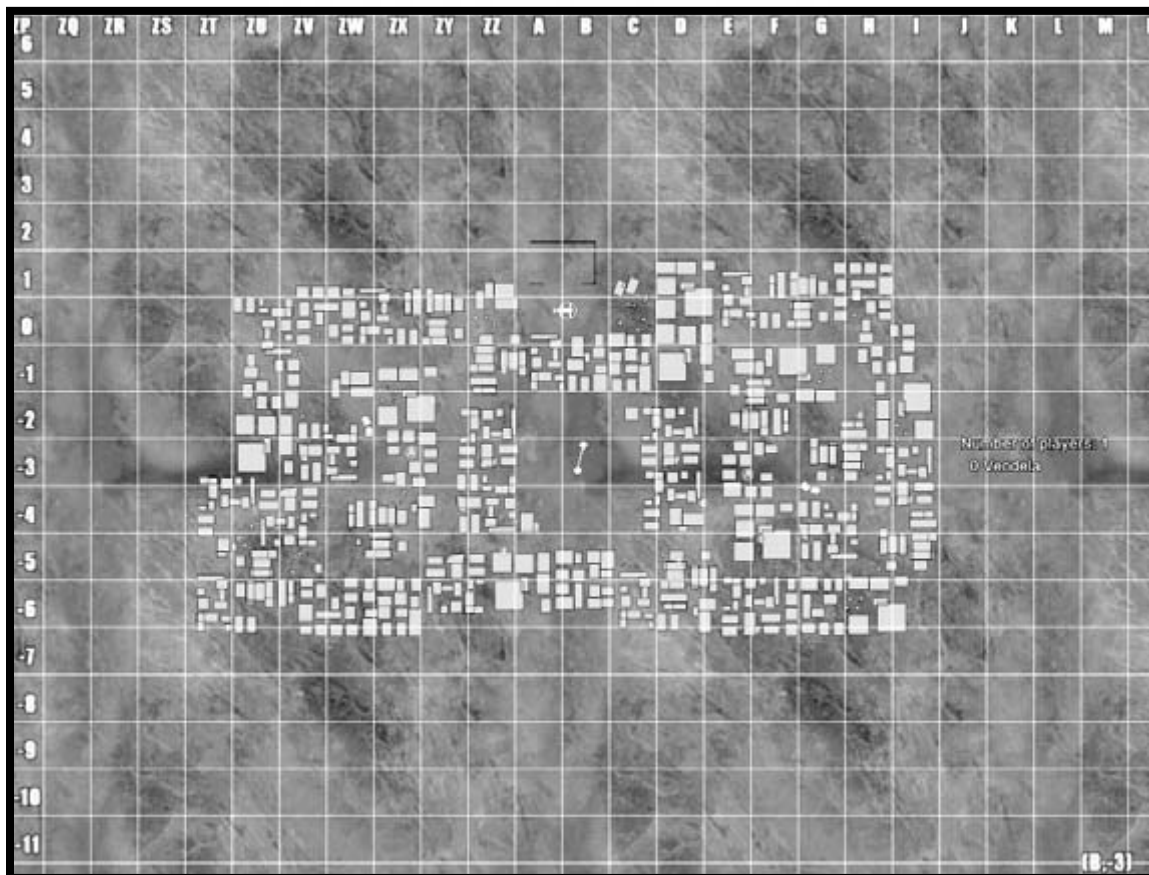
Locate choke points and set up your defenses near them. It’s hard to defend a large area, so concentrate on narrow spots through which the enemy must advance. Use satchel charges or a claymore to blast a hole in an enemy’s attack. Grenades also come in handy.

### TEAM SABRE MAPS

In addition to five new maps, *Team Sabre* includes three new weapons—use them! The G36E has a rapid rate of fire but the G3A3 has one-shot kill power. Take advantage of it. There are also a lot more trees here than in *Black Hawk Down*, so cover and concealment become more important. Use them to avoid falling victim to snipers. Finally, don’t bother conserving ammo—use it or die.



## CRUDE CITY CONFLICT



### Available Games

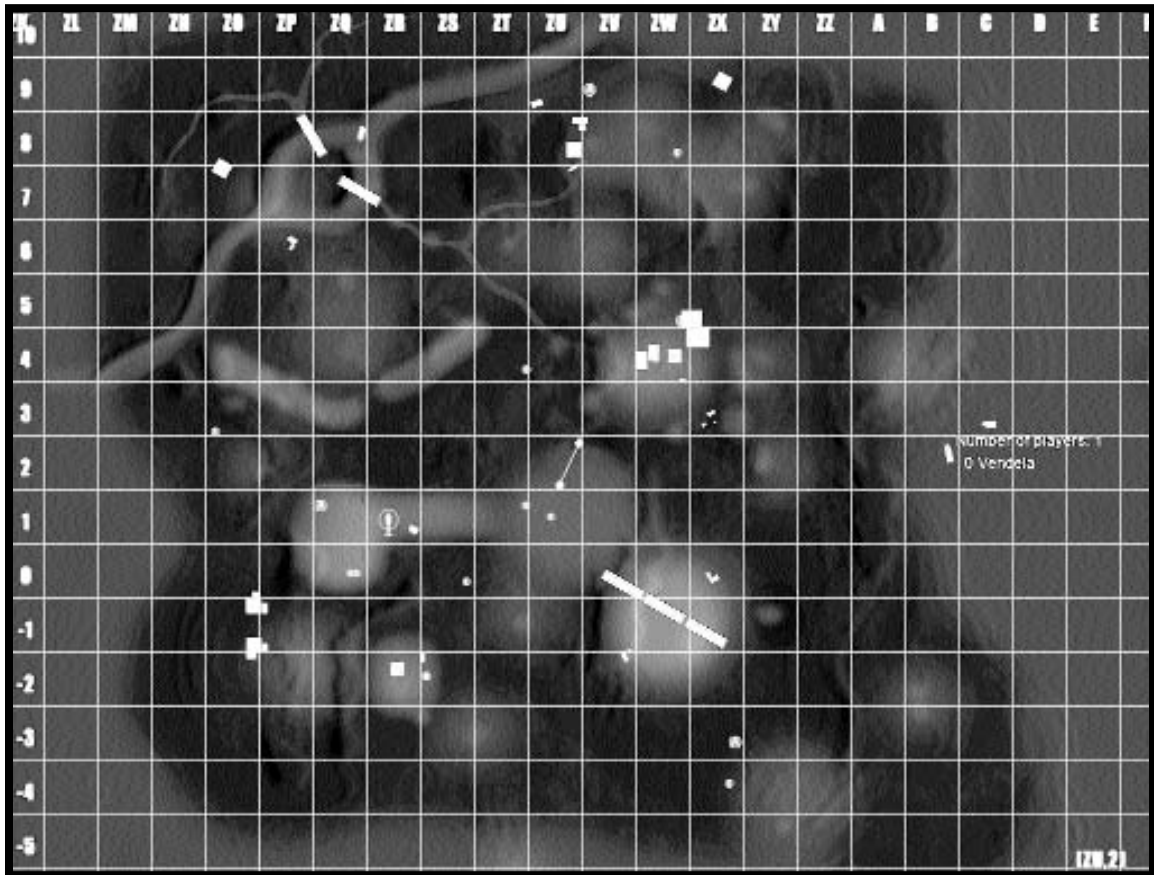
- Assault and Defend
- Capture the Flag
- Flag Ball
- Death Match
- Team Death Match
- Team King of the Hill
- Search and Destroy

### Survival Tips

- There are many rooftop hideouts for Snipers. If you are a Sniper, use them; if you are not a Sniper, use the alleys to avoid getting sniped.
- This is a good map for claymores. There are many corners and places people will surely walk. So use them and watch out for them.

## Chapter 14: Multiplayer

### OIL ISLAND



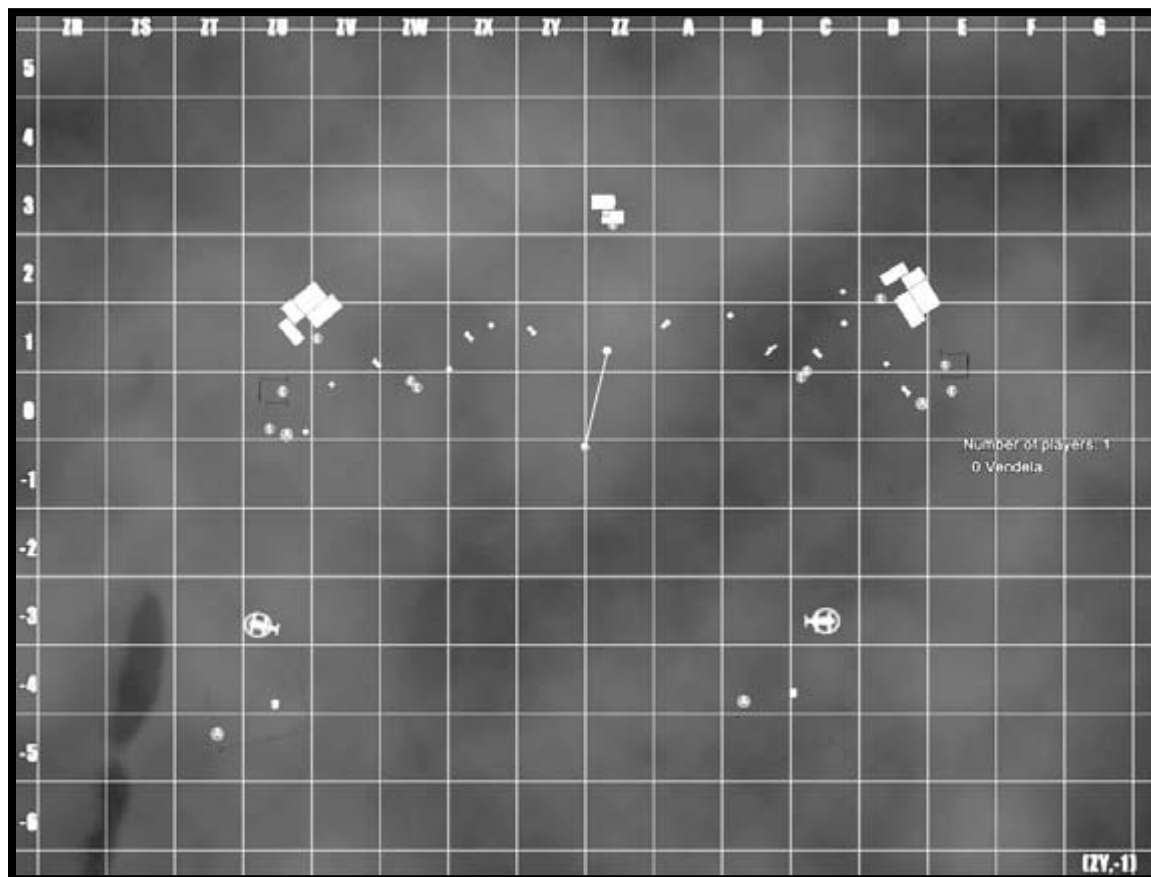
#### Available Games

- Assault and Defend
- Capture the Flag
- Flag Ball
- Death Match
- Team Death Match
- Team King of the Hill
- Search and Destroy

#### Survival Tips

- Hide behind tree trunks for cover and concealment. Their shade also provides a dark place to hide. Crouch or drop prone to enhance the effect.
- Get to the Black Hawk early and use it to mow down your enemies.
- Avoid the crests of hills. You are a target to enemies on both sides of the hill. Plus, your silhouette stands out on the horizon.

## SMUGGLER'S RUN



### Available Games

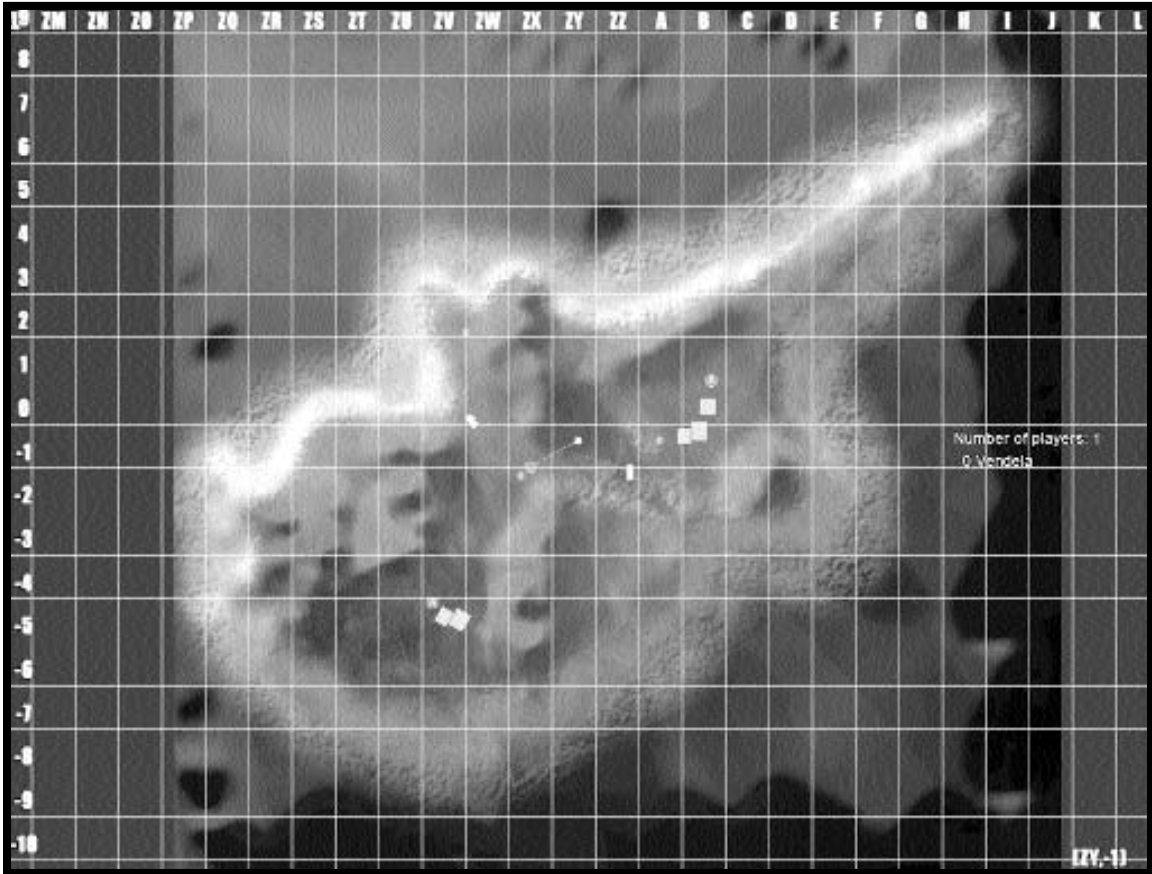
- Assault and Defend
- Capture the Flag
- Flag Ball
- Death Match
- Team Death Match
- Team King of the Hill
- Search and Destroy

### Survival Tips

- Take advantage of the plentiful cover.
- Snipers in elevated positions have a hard time spotting targets due to the tree canopy, so they better stay low.
- Defend PSPs with gunners. Cover is everywhere.

## Chapter 14: Multiplayer

### SQUID ISLAND



#### Available Games

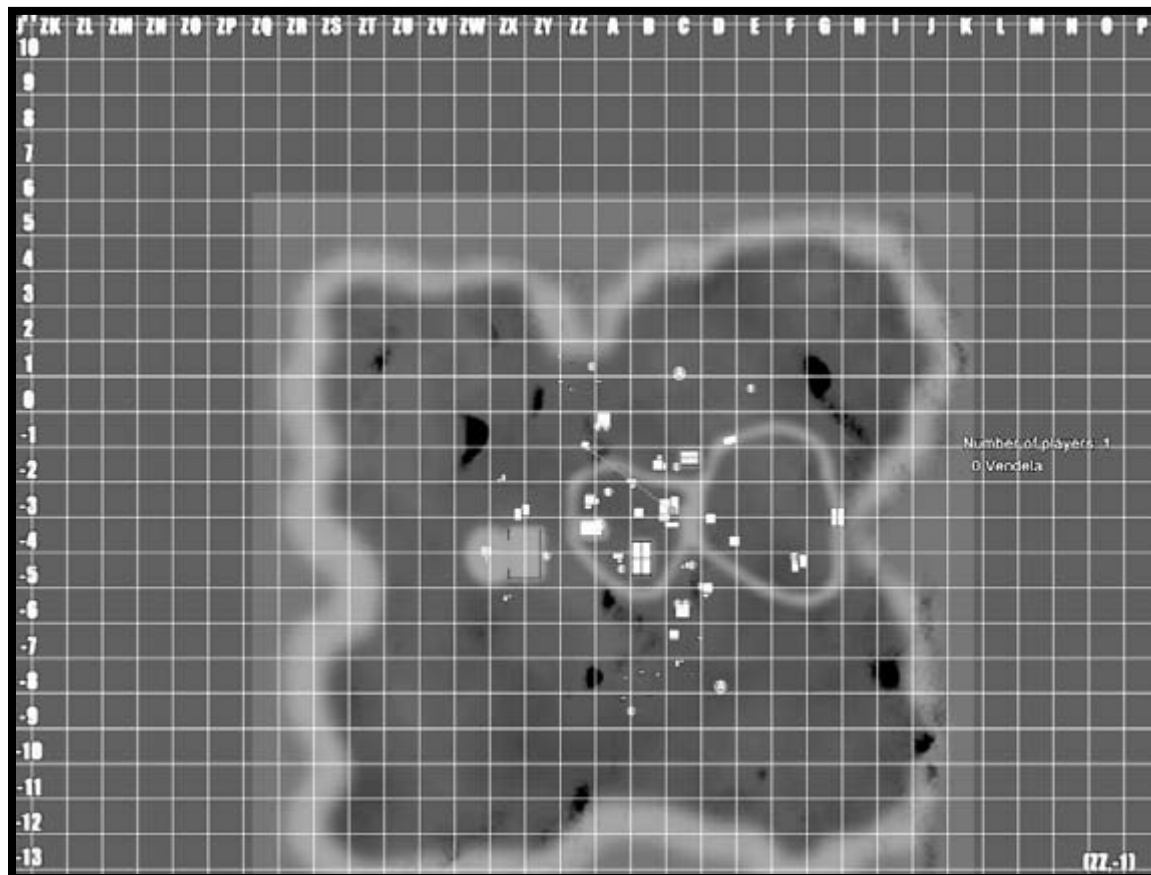
- Assault and Defend
- Capture the Flag
- Flag Ball
- Death Match
- Team Death Match
- Team King of the Hill
- Search and Destroy

#### Survival Tips

- Use the concealment. Stay low and move slowly to avoid being seen.
- There are good sniping positions if you hunt them out.
- This is a great map to be a gunner.
- Use the Humvees to patrol/defend the center of the map.



## TEQUILA SUNSET



### Available Games

- Assault and Defend
- Capture the Flag
- Flag Ball
- Death Match
- Team Death Match
- Team King of the Hill
- Search and Destroy

### Survival Tips

- Sniping can be effective due to the large open areas.
- Avoid the open areas and take the long way to stay alive.

## Chapter 14: Multiplayer

# FIFTEEN KEY TIPS AND HINTS FOR MULTIPLAYER MISSIONS

1. Move decisively and with purpose! You're the hunter, so attack your enemy with confidence. If you move like a victim, you'll soon be one.
2. Put your opponent under duress—if you see your enemy, open fire! With rounds flying, the enemy will panic, giving you (or preferably your partner) the chance to take a good kill shot.
3. Teamwork! Trust your teammates to cover their zones and do their jobs. Just watching a locked door far from the action can save your whole team from being wiped out from behind.
4. Never assume a room is cleared simply because you've already been in there.
5. Remember: short, controlled bursts. It doesn't matter how many rounds you fire—just where they land.
6. Never put your back to an open window or door.
7. As a team, secure all entries into your location as quickly as possible. Do this every time you enter a new room during an advance so the enemy doesn't surprise you.
8. Peek around corners before rounding them! This will save your life again and again. It's harder to hit half a head than it is to hit half a body.
9. If your teammates' bodies were piled near a window or door in real life, would you go to see what killed them? Why do it in the game?
10. Along the same lines, if you peek around a corner and the enemy nearly shoots your head off, don't stick your head around again. It's better to let them think you're there, then flank them or get some teammates and set up an ambush.
11. Teamwork is essential. Find each team member's special skill or ability and work on those strengths. For example, if you have quick, accurate shots among your players, cast them as Snipers and develop tactics to take advantage of their skills. They can always move to a high spot or provide cover for your assaulting team members.
12. When you must move across an enemy-covered area, throw smoke grenades and lay down plenty of scattered rounds as part of your team moves. The enemy will be less likely to poke their guns around the corner.
13. Don't discount stealth. More often than not, the sneaky operative gets the kill.
14. Develop standard operating procedures and break-contact drills. That way, everyone knows what to do when the bullets start flying. Often, the best tactic is to get out of there (break contact) and set up an ambush somewhere else on your terms.
15. When patrolling, stay in formation. Move only as fast as your slowest operative—usually your rear guard. (It should be your point man if he wants to live a long time.)

